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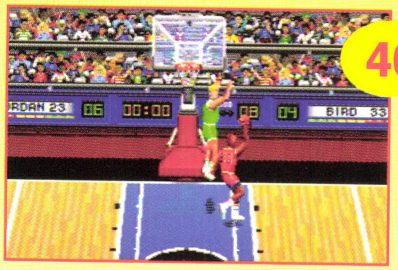

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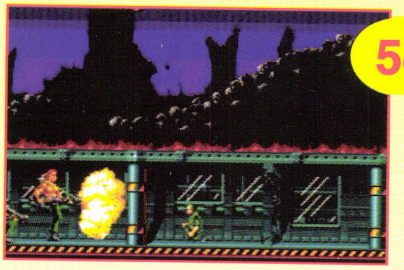
Michael Jordan and Larry Bird battle it out with Super One on One from EA!



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See The Terminator as never before with our six-page blow-out of this ultra-hot title!

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Games, games and more games are on display from Sega and the licensees at CES. Look for in-depth coverage on Lemmings, Dungeons and Dragons, Traysia, Task Force Harrier and much, much more!!

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We have blown the lid off of two of the hottest games around! Look for our Mega Guide to Golden Axe II and our blow-out coverage of Virgin Games' awesome Terminator!!

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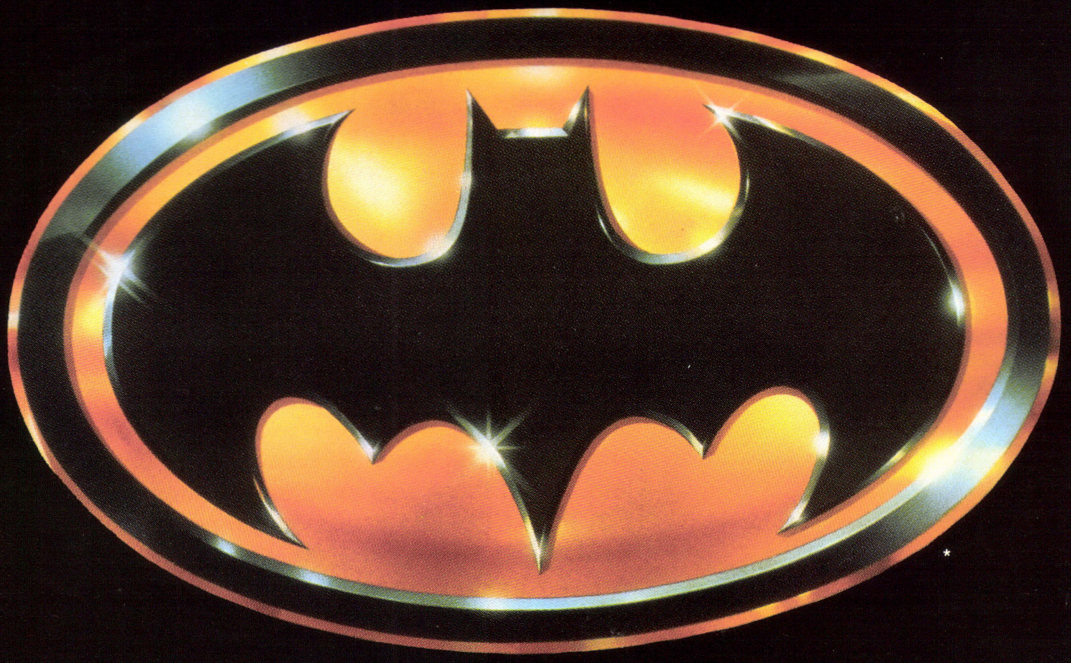
GAME OVER

Bart takes charge with the ending to Sega's massive Phantasy Star 3!!

BATMAN*



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MEGA PLAY

The All-Sega™ Magazine

MARCH/APRIL, 1992

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PUBLISHER, EDITOR-IN-CHIEF
Steve Harris
EDITOR
Ed Semrad
CONTRIBUTING EDITOR
Steve Honeywell
ASSISTANT EDITORS
Martin Alessi, Mike Vallas, Terry Minnich, Ray Price, Danyon Carpenter, Ken Williams, Mike Forassiepi
REVIEW CREW EDITORS
G.O.G.; Dave; Mike; Bart
STRATEGY CONSULTANTS
U.S.National Video Game Team,
FOREIGN CORRESPONDENTS
Robert Hoskin, Hideki Shikata
WORLD NET™ CONTRIBUTORS
CTW-England; The SuperFamicom-Japan; Games-X - England; Joystick-France Gamest-Japan; MegaDrive Beep-Japan Playcorp-Australia; FamicomJournal-Japan; Nintendo Magsinet - Sweden; ASM - Germany
LAYOUT AND PRODUCTION
Direct Contact Inc.
John Stockhausen, Ad Coordinator
Suzanne Farrel, Ad Manager
Colleen Bastein, Copy Editor
CUSTOMER SERVICE
(708) 647-7038
NATIONAL ADVERTISING DIRECTOR
Jeffrey Eisenberg
Eisenberg Communications Group
2121 Avenue of the Stars, 6th Floor
Los Angeles, CA 90067
Brandon Harris, Account Executive
(310) 551-6587
SENDAI PUBLISHING GROUP, INC.
Steve Harris, President
Mike Riley, VP of Operations
Mark Mann, Financial Director
Cindy Polus, Financial Assistant
Harry Hochman, Circulation Director
Harvey Wasserman, Newsstand Director
Steve Keen, Newsstand Director
Donna Clepp, Newsstand Manager
David Kamis, Manufacturing Director

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PRESS START

1992... GENESIS OR S-NES?

We're back from the Winter CES and it was quite a show! As expected, there were a lot of surprises but not all was good news. On the brighter side, we were very pleased to see a lot of new licensees in the Sega booth. Now that the Genesis has topped the magical million system mark, more and more Nintendo companies have started to make carts for the Sega game systems. Familiar names like Acclaim (Flying Edge/Arena), Data East, Gametek, Galoob, Micro Prose, Software Toolworks, U.S. Gold and Absolute Entertainment were there to announce new products for both the Genesis and Game Gear systems. However, on the down side, we were quite disappointed with what was shown. Except for a couple of updated sports games, Sega had virtually nothing new on display. The Mega CD was nowhere to be seen, and neither were the new Batman, Phantasy Star or Sonic carts. The licensees had more of the same and most of that was scheduled for the second half of this year.

The surprises...? For anything new and innovative you had to go to the Nintendo booth as this was their show. The lines around Zelda 3, Street Fighter 2 and Turtles 4 were long! While these carts are also second half releases, you could tell that there was a lot of excitement and anticipation for these great games, and the Super Nintendo system. Then there was the press release where Nintendo announced that their CD-ROM would do almost everything that the Mega CD would do and only cost $200. Ouch!

Even though the Winter CES was clearly one sided, Sega has never had a strong showing at the Winter event. Their policy has always been to take a pass in January and to bring out their big guns at the Summer show. While this has been good in the past, back then there wasn't a Super Nintendo to compete with. Nintendo predicts that they will sell 6 million S-NES' in 1992 and even though this seems very optimistic, they have started to build player enthusiasm (and sales) in January rather than waiting till June. Fortunately over 60 percent of the game sales take place during the Christmas shopping season so Sega hasn't sold the farm by waiting till mid year but this is a very critical period as it is a 'system' year. Millions of players will be considering upgrading from their NES to a 16 bit system and if all you hear for 6 months is how great the Super NES and its games are, what would you buy? Worse yet, officials at Sega have put a complete blackout an all new U.S. Mega CD or new cart info until Summer CES! Whatever does leak out you can bet that we'll have it here though so keep tuned. There is one final bit of good news...Summer CES is only 3 months away.

ED SEMRAD
Editor

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MEGA CD DELAYED!!

Mega Play has learned from sources inside Sega that the release date for the U.S. Mega CD has been pushed back from June to September 1992!!!

MEGA CD MANIA...!

I understand that the Japanese Mega CD's will not work on our upcoming CD unit. My question is, does that mean that Japanese developers will not make games on the U.S. Mega CD? Does it mean that spectacular games like Lunar won't even be ported over from Japan? Please say it isn't so!

Jarrett Lawrence
Spring Valley, CA

I just read the Jan/Feb issue. It was great! The CD-ROM coverage was spectacular. But now, my friends and I have some serious questions. Realizing that the Mega-CD doesn't come cheap, is it really worth the price? Will it simply be obsolete in a year or two? A major concern with us is the color palette. One would think that this aspect would be beefed up in the Mega-CD. What gives? I'm beginning to hate the scarce amount of colors on the Genesis and so are my friends. Where's the 256 VGA? Colors and graph-ics don't make a game, but they sure help. Will the Mega-CD be capable of any upgrades, especially on the poor colors?

Sean Crisden
Philadelphia, PA

I have several questions for you regarding the article on the Mega CD. First and foremost, the article states that if you buy the Japanese Mega CD, you will be able to play only games developed in Japan. Is there a necessity of an identification code on video game hardware? Another thing I'd like to know about is original programming. Will there be American CD games out there designed by the Japanese?

Scott Kravitz
Staten Island, NY

We are about to have in our hands one of the best video game system upgrades ever with the Mega CD. I just hope Sega of America does not go with all U.S. made games for CD-ROM. I feel some of the best games will be the RPG's with great intermissions, but with the problem of translating them, I wonder if Sega of America will even bother to do them.

Kevin Allen
Rowlett, TX

Your article on the CD-ROM presented us with solid info. My first question is on page 59, where you showed a picture of the CD-ROM. Is that the U.S. CD-ROM or the Japanese one? I'm asking this because it looks identical to my Japanese CD-ROM. Secondly, you say the operating system's chip will be reprogrammed for the four world regions. Will each of the newly produced CD-ROM systems be encoded with their respective identification codes? Will the CD-ROM you illustrated act as a universal CD?

Brad McLeod
Rembert, SC

I have bought a Mega CD from a mail order company and was very distressed when I read your February issue. Although I'm not upset that it will not play the U.S. CD's, I wonder whether I'll be able to get Japanese CD's at all.

Drew Clark
Quaketown, PA

I have a question about the Mega CD and the TurboGrafx CD player. If the Turbo CD player and the Mega CD player can both play CD music and CD+G discs, why can't the Mega CD play Turbo discs and vice versa?

Chris Misener
Bloomfield Hills, MI

(Ed. Our mailbag here at Mega Play has been bulging with letters asking about the Mega CD-ROM, and most of them have been asking about the compatibility question between the U.S. and Japanese versions. Many people have been asking whether or not Sega of America will translate the Japanese games for the American market. The answer - these games could all be ported over. The difference between the American and Japanese CD's will be in the coding on the discs. This does not mean that the games could not be translated and coded for the American CD-ROM player. To answer Sean's question, we do not think the CD-ROM will be obsolete any time soon. As far as upgrades, it's always possible. As far as Drew's question about the availability of Japanese CD's, the import game business has been pretty good for the Mega Drive, so it is a safe bet that some companies will bring in Japanese CD games as well. The reason the Mega CD and the Turbo CD won't play each other's discs is because they have been programmed differently. It would be like trying to play a Super NES cartridge on your Genesis, or trying to load an Amiga game on an IBM. The systems just aren't compatible. One interesting point - the Mega CD is smart. If you put a U.S. Turbo CD in the U.S. Mega CD, you get a voice message in English that tells you that you put a TurboGrafx CD in the system! The CD-ROM we showed was a specially modified Japanese system which had an early alpha version of the U.S. operating system chip installed. We have been told that the final U.S. version will be identical except for changes in the decals.)

I Translate 'Em

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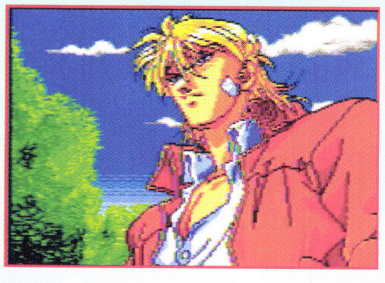
ups

CD-ROM vs. CARTS...

I think your mag is great. I'm writing about the Mega CD-ROM. I think Wolfteam and Micronet are the best licensees for the Mega Drive. I was confused when I read that their best games were going to be on cartridge and not CD. After all, CD games are better, and the CD-ROM is coming out in four months. I was going to get the Mega CD-ROM just for Sol-Feace, Heavy Nova and Earnest Evans. Now that these games are going to be on cartridge, I see no point in getting the CD-ROM. I feel that I have been cheated from the quality music and animation of a CD game.

Jim Mann
Novato, CA

(Ed. We agree that the music and animations in the CD versions of the games you mentioned are quite awesome but chalk this one up as experience for the game companies. As you can guess these companies had to quickly put together some type of CD game for the Japanese market in order to help sell the systems. This they did, and without a lot of time to learn how to program the system, the companies took a good cartridge game and added CD music. If there was enough time, they also added a few cinemas and intermissions. This was last December. With the U.S. unit coming out in September, the programmers have had almost a year of experience in learning the system. What would you rather see, an 'old' 1991 Earnest Evans, or a fantastic, new action game with rotation, scaling and zoom.? That is why you are seeing the CD games come out in cart form.)



Earnest Evans comes out on cart in the U.S.!

GAME GEAR VS. LYNX

I would like to purchase a portable color video system. I have almost decided on Sega's Game Gear (and the new Master Gear) but I'm also interested in the Atari Lynx. The $50 difference is not my concern. What I'd like to know is what functions or special features does the Game Gear have over the Lynx and vice-versa. Also, which system is the best value?

Kristopher Daley
Clinton, TN

(Ed. Both the Lynx and the Game Gear are excellent portables, Kristopher, but here at Mega Play, we're partial to the Game Gear. The television tuner is a big plus with the Game Gear, and the fact that you can now play Master System carts on your portable is a handy feature, too. Also, the Game Gear has lots of new third party support including Absolute, Flying Edge (Acclaim/Arena), Gametek, Taito, Tengen, U.S. Gold and Virgin. I hope this helps your decision.)

WHERE IS...?

I was reading the December 1991 issue of Mega Play and I saw a preview for The Terminator. I noticed in the article it said the game would be available in December. It's now February and I haven't seen it out yet. Other magazines are saying it is going to be out in January. What is going on?

Fermin Alfonso
Coral Springs, FL

(Ed. Good question. A lot of times, a game that is scheduled to come out gets pushed back. This can happen for a bunch of different reasons. The main reason games get delayed is that the programmers find some bugs in the game and need to get rid of them before the game is released. You should be seeing The Terminator on store shelves in May. For more information on this game from Virgin, take a look at pages 54-59 in this issue with our Mega-blowout spread!)

MORE CD QUESTIONS...

What is this garbage about Earnest Evans and Sol-Feace coming out as cartridges in the U.S.? Does this mean they won't be available as U.S. CD's? Please tell me it isn't so!

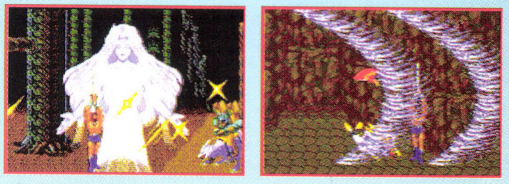
Scott Wemple
Schenectady, NY

(Ed. Sorry, Scott, but it isn't garbage. The fact is that both Sol-Feace (which will be called Sol-Deace in the States) and Earnest Evans are coming out as cartridge games from Renovation. Check out page 18 in this issue for a side-by-side comparison of the cartridge and CD.)

GOLDEN AXE MAGIC...

In your Nov/Dec Mega Play, you had a coming attraction of Golden Axe II. I liked what I saw and bought the game, but when I played it, the option screen was not the same. Then, when I used Ax Battler, his air magic was very different than what you showed in the magazine. There were a few other things that didn't match. Can you tell me why there's a difference?

Raul Remigi
San Francisco, CA



The air magic is very different now, as you can see!

(Ed. Well, Raul, you're right. The magic and other things did change from the version we had in Mega Play and the production cart. When we put it in Coming Attractions, the game was only partially finished. After we saw the cart and before Sega released it, they made some changes. Look in this issue for a six page guide on Golden Axe II!)

CONTEST WINNERS!!!

(Ed. A while back, we ran a contest to win a Sonic The Hedgehog doll. We have drawn our lucky winners. Here they are: Annette Fitak, Northridge, CA; David Anderson, Shawnee, KS; Brenda LeDoux Berg, Duluth, MN; Josiah Jones, Katonah, NY; Rick Reed, Comanche, IA; Ritchie Berger, Port Jefferson, NY; Rusty O'Dell, Mingo Junction, OH; Jason Urbaniak, Williamsville, NY; Taki Koutoufaris, Dover, DE; and Nicole Ibsen, Bay Shore, NY. Congratulations!)

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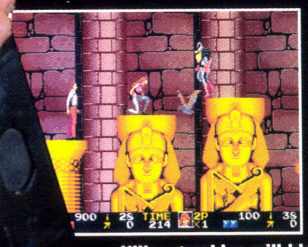

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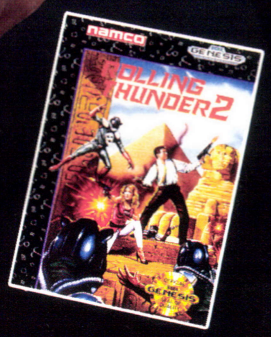

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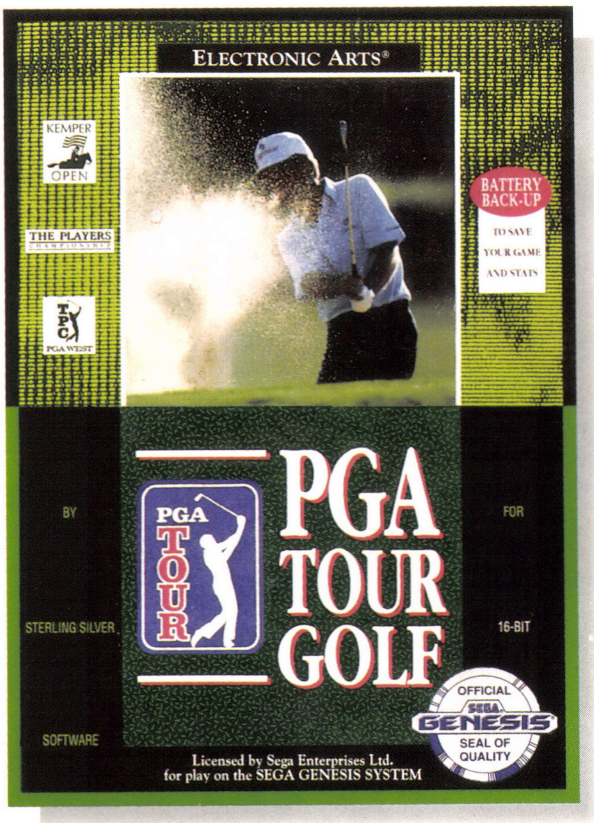

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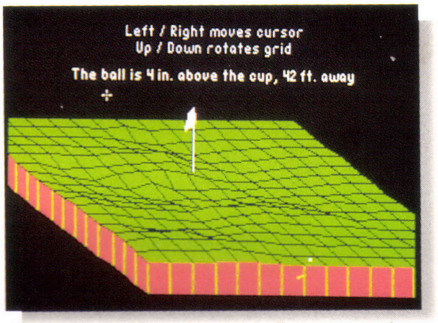

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HI-TECH SEGA

GAME GENIE COMES TO GENESIS!!

When Galoob brought out the Game Genie for the NES, it created quite a stir among video game players because of the incredible effects that it makes with video games. Another reason the Game Genie got so much attention was because Galoob and Camerica, who helped develop the Game Genie, were sued by Nintendo because Nintendo was unhappy with the way the Game Genie interfered with the NES's games in creating special effects.

There should not be any problem with that for the Genesis version of the Game Genie, however. This handy product premiered at the Winter CES and was located inside the Sega booth! Do not expect any legal hassles here. It looks like Sega of America is looking forward to the appearance of the Genesis Genie!

The way the Game Genie works is simple. You plug your cartridge into the Game Genie and then plug the Game Genie into your Genesis. When you turn on your Genesis, you get a special screen. On this screen, you move a cursor around to enter in codes that will give you the desired game effects. Then, hit start, and your game is ready to play!

Plug the Game Genie into your Genesis with a cartridge, and get ready for all new play!

The Game Genie totally changes Sonic The Hedgehog into a whole new game!

At Winter CES, Galoob had Sonic The Hedgehog hooked into the Game Genie, and the effects we saw were amazing. Some of them included getting four rings for every ring you pick up, constant invincibility and more! Galoob is working on developing codes for a bunch of different games, and like the Game Genie for the NES, Galoob will continue to support the Game Genie with new codes for games as they become available. In our opinion, this is the best product of its sort on the market!

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Like the first Wide Gear, the new system set-up is not scheduled to be made available to the public for a long time, if ever, because there are too many internal connections to be made to the Game Gear motherboard. However, this unit does demonstrate that it is possible to get television outputs from the GG.

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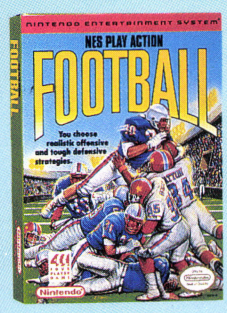

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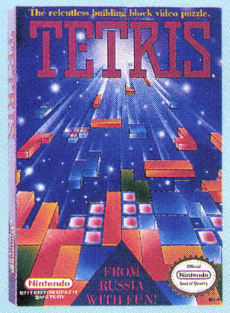

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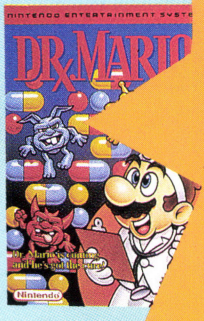

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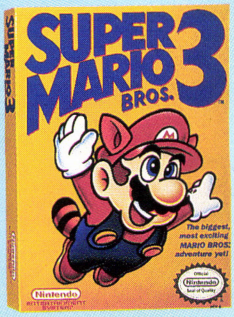

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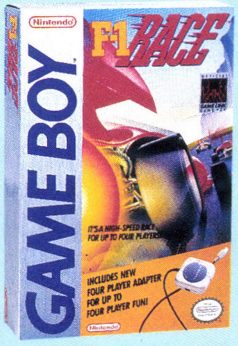

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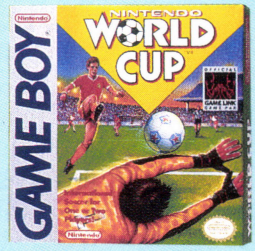

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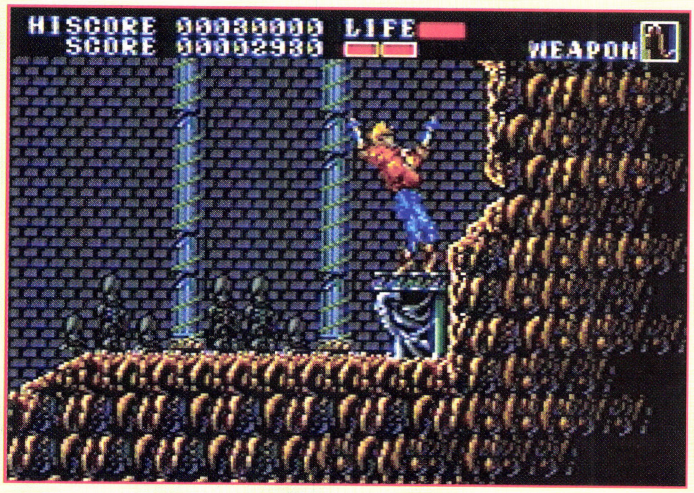
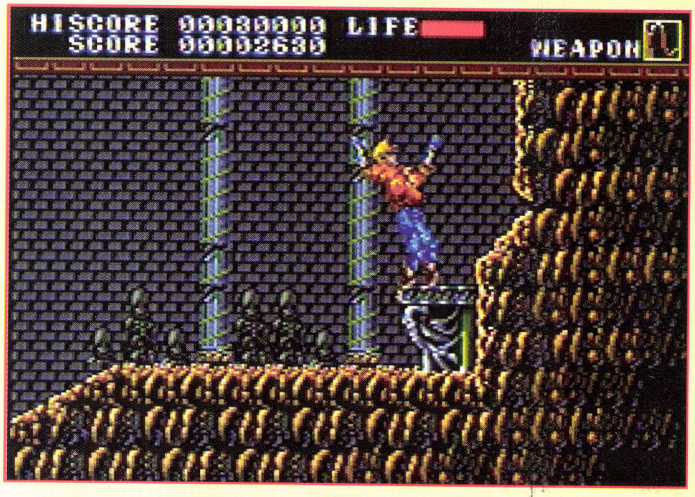


The cartridge version of Earnest Evans (left) and the CD version have the same game play and graphics.



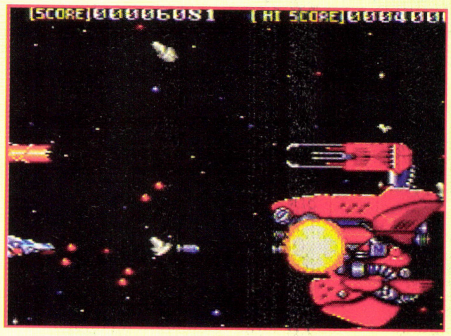
The CD version has better music and cinema displays.

As reported in past issues of Mega Play, many of the games that will be first out for the Mega CD will be coming to the United States in the form of cartridges. All of the games will be virtually the same as far as graphics and game play are concerned, though. The only differences will be in the music, sound effects and the presence of cinema displays in the CD versions of some games.

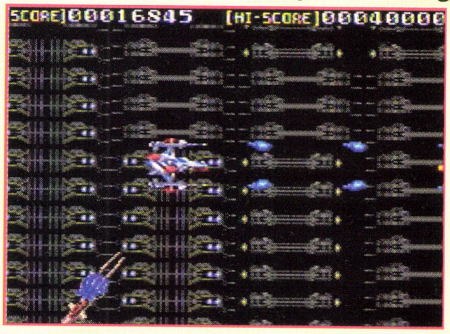
Among the games that will be coming as cartridges here are the Wolf Team games Sol-Deace (which will be called Sol-Feace on CD) and Earnest Evans from Renovation and Heavy Nova from Bignet. Right now, it is not known if these companies will bring the games out on CD when the American version of the Mega CD hits U.S. shores.

As we reported in the last issue of Mega Play, the Japanese and American CD players will have different operating systems. Every CD game will also be encoded with a program that will determine which version of the Mega CD can run the game. There will be four different operating system chips, and the ones for the U.S. version and the Japanese version will be different. The operating systems of these two Mega CD drives will also be different from the European version and the unit for South East Asia. Those who have purchased a Japanese Mega CD will have to be content with playing Japanese games or will have to buy a U.S. Mega CD to play the American versions. It is possible that the games can be translated for the American system, but any CD that is brought over to the U.S. will have to have the new program codes inserted into the game program to work with the American CD-ROM drive.

Our recommendation is to wait until the Mega CD is released in the U. S. before you start thinking about playing CD games. That way, you will be able to play all of the American CD games without any compatibility problems. If you cannot wait that long to play Earnest Evans or Heavy Nova, we recommend picking up the cartridge. As far as graphics and game play are concerned, you will not be missing a thing!



As you can see, the cartridge version of Sol-Deace (on the left top and bottom) and the CD-ROM version (on the right top and bottom) are very similar. The only real changes are in the sound and music.



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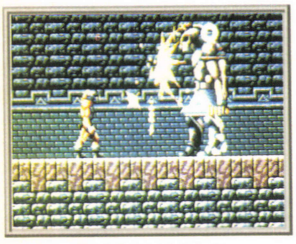
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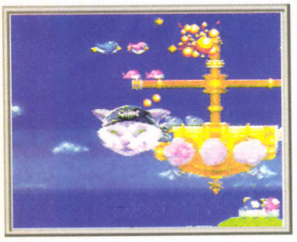
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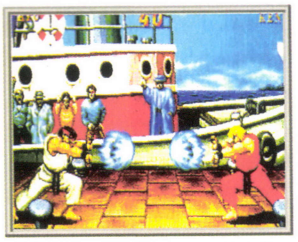
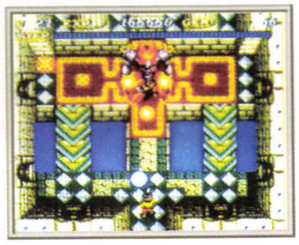

Street Fighter II (SFC)

Splatter House 2 (M/D)

Turbo Outrun (M/D)

Xardion (SFC)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The Ultimate in Sega Secrets!!

JOHN MADDEN '92

(Electronic Arts/Genesis)

Super Bowl Codes - Now you can play in the Super Bowl as your favorite team! Here is a list of codes, one for each team. In the list below, your team will be listed on the left side, and the home team will be underlined.

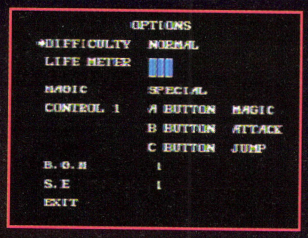
Joseph Courter
Prospect Park, NJ

ATLANTA VS. SAN DIEGO	CG1PYFTM
BUFFALO VS. SAN FRANCISCO	BXMMC6M1
CHICAGO VS. DENVER	CG8JYLC1
CINCINNATI VS. SAN FRANCISCO	BOXWLRM8
CLEVELAND VS. PHILADELPHIA	D5C5N11G
DALLAS VS. MIAMI	BDNT6NX7
DENVER VS. PHILADELPHIA	C5ZWM8BZ
DETROIT VS. BUFFALO	CZYZYZS8
GREEN BAY VS. CINCINNATI	DSBK3W5W
HOUSTON VS. NEW YORK	DSRTMLVY
INDIANAPOLIS VS. PHOENIX	BD1X612H
KANSAS CITY VS. ATLANTA	CLG7Y8FF
LOS ANGELES VS. MIAMI	CNYGOYHL
MIAMI VS. SAN FRANCISCO	B6KKGYOL
MINNESOTA VS. BUFFALO	BTDWO9BN
NEW ENGLAND VS. WASHINGTON	B9M3YDIP
NEW JERSEY VS. NEW YORK	C235TOZD
NEW ORLEANS VS. KANSAS CITY	B27O9V41
NEW YORK VS. BUFFALO	D42HGN2K
OAKLAND VS. WASHINGTON	CDLLB7LM
PHILADELPHIA VS. HOUSTON	CSWV7Z76
PHOENIX VS. BUFFALO	CSSXHF4P
PITTSBURGH VS. CHICAGO	CZ97W14F
SAN DIEGO VS. SAN FRANCISCO	D8L3T4XY
SAN FRANCISCO VS. DENVER	B3DFNO5K
SEATTLE VS. SAN FRANCISCO	BLTJXL6Z
TAMPA BAY VS. DENVER	CK5HHPYP
WASHINGTON VS. OAKLAND	CZSK2TMR

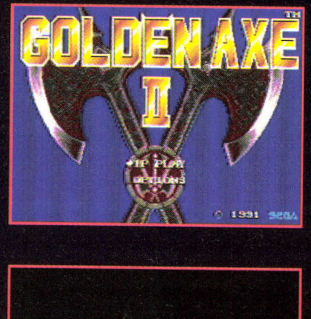
GOLDEN AXE II

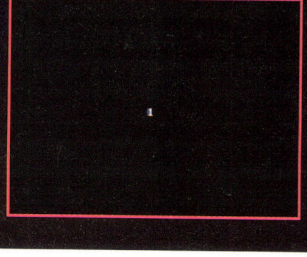
(Sega/Genesis)

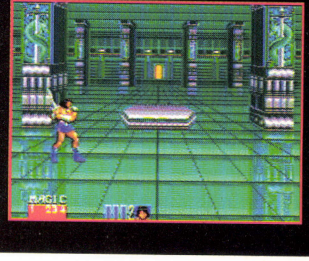
Level Select - Jump ahead to the level you want with this amazing trick!



At the opening, press A,B and C and hit Start. Move the cursor to Option, keep holding A and hit B and C again. Move to exit, keep holding A and hit B and C until you get to character select. Hold A and Up and hit B and C one last time. Now pick your level!!







SLAUGHTER SPORT
(Razorsoft/Genesis)

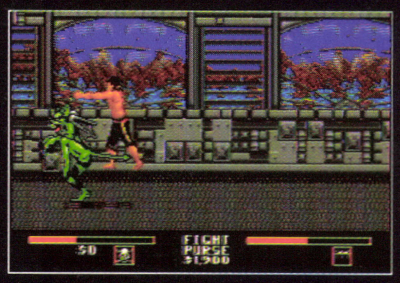
Select Your Character - If you are having trouble getting all of the way through this game, or if you want a new challenge, there is a way to play as any of the characters in the game. Press the following sequences at the title screen.

Brian Yee
Calgary, Alberta

At the title screen, press these combinations to play as different characters!

BONAPART
Hit
A, Up, C

WEEZIL
Hit
Down, Right, Up



SHEBA
Hit
B+C, B, B

BRAINIAC
Hit
Right, Right, C

MONDU
Hit
A+B, Down, Left

You will always start out fighting as your original character. Try these other codes as well . . .
EDWINA - Left, B+C, C
GUANO - Up, Right, A+B
STUMP - A+C, Right, C
WEBRA - A+C, Up, Right
MC FIRE - Down, C, Right
EL TORO - B+C, A, Up
(Two letters with a "+" in between must be hit at the same time.)

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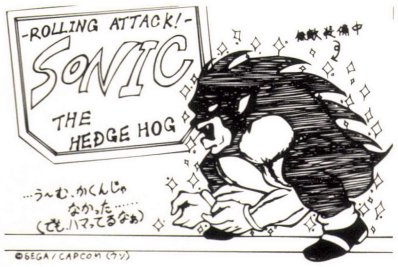

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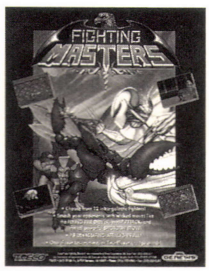

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F22-INTERCEPTOR
(Electronic Arts/Genesis)

Level Codes - Now, you can jump ahead to the end of any level you could possibly want.

IRAQ - GT8C4A
USA - 6O0A4A
KOREA - BH0B8K
RUSSIA - KS6A49

The yellow "0's" are Zeros!

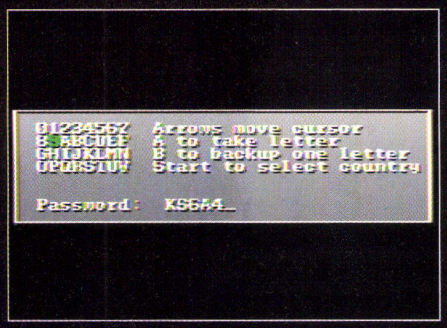
For an added challenge, enter the following code to go to the start of the Aces mission that pits you against four enemy Aces!

ACES - MGG1GJ

Watch out for this mission, because these Aces are tough!

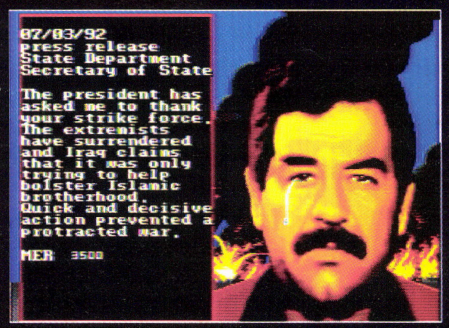
After you input these codes, all you will have to do is land your airplane and sit back to watch the great ending.

Ryan Thomas
Mogadore, OH


01234567 Arrows move cursor
8 ABCDEF A to take letter
GHIJKLMN B to backup one letter
OPQRSTUV Start to select country
Password: KS6A4_

Enter the code to land the plane.

Then, just watch Saddam cry!


07/03/92
Press release
State Department
Secretary of State
The president has asked me to thank your strike force. The extremists have surrendered and Iraq claims that it was only trying to help bolster Islamic brotherhood. Quick and decisive action prevented a protracted war.

RBI 3
(Tengen/Genesis)

Shutout/No-Hitter - It is easy to strike out every batter you face in RBI 3. Stand on the mound opposite the batter and throw to the outside of the plate. The batter will swing at every pitch and will always miss!

James Geiger
Vinton, IA

Stand opposite the batter and pitch to the outside for a total shutout!

ROAD RASH
(Electronic Arts/Genesis)

Money Trick - Here is a way to skip to the third level with an amazing $31 million! Enter the following code!

010B0 01DB5
UQP06 37UN9

(Note: all "0's" are Zeros!!)

Marcello Antonio Ventura Gorinni
Rio de Janeiro, Brazil

Note your new amount of cash!

LEMMINGS
(Sunsoft/Genesis)

Level codes - If you want to skip ahead in this addictive game, try these codes to get to all of the "Fun" levels!

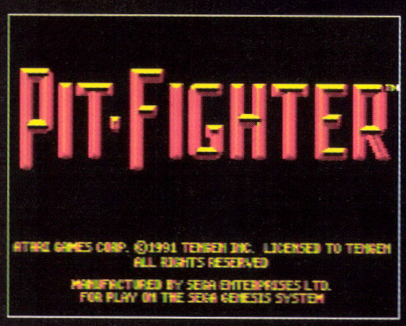
LEVEL 2 - GDHJT
LEVEL 3 - NHAAA
LEVEL 4 - FTCVI
LEVEL 5 - LFFLP
LEVEL 6 - WBHCX
LEVEL 7 - CYFKP
LEVEL 8 - JJHCX
LEVEL 9 - DXFSL
LEVEL 10 - KLXNU
LEVEL 11 - UZFRL
LEVEL 12 - QDHJT
LEVEL 13 - FOAXE
LEVEL 14 - BSCOM
LEVEL 15 - KYFKP
LEVEL 16 - NRHGY
LEVEL 17 - NAFTL
LEVEL 18 - FMHOU
LEVEL 19 - QBAFB
LEVEL 20 - LEHKT
LEVEL 21 - OZFPQ
LEVEL 22 - ZCHDX
LEVEL 23 - BHFQQ
LEVEL 24 - CECPM
LEVEL 25 - GBFXM
LEVEL 26 - NMHOU
LEVEL 27 - YBAFB
LEVEL 28 - FNCWI
LEVEL 29 - ASFLP
LEVEL 30 - TLCPM

Enter the code at the title screen, and you can skip ahead to further into the game. If you input the code for level 30, you will go to the level shown at the bottom left. After you win, a Lemming will announce that you are on your way to the Tricky levels!

PIT FIGHTER
(Tengen/Genesis)

Two-player practise mode. - For more fun on the practice levels, you and a friend can double team the computer! Start off the practice mode in one-player, and have the second player join in after you've started fighting. Now all three of you have to fight it out to see who will be the last one standing.

Sean Kearney
Melbourne, FL


PIT-FIGHTER
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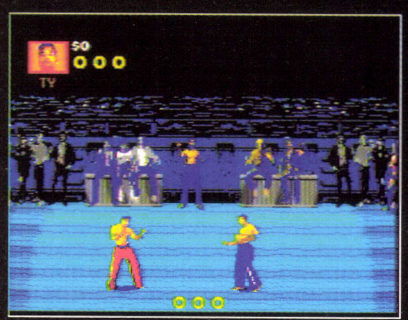
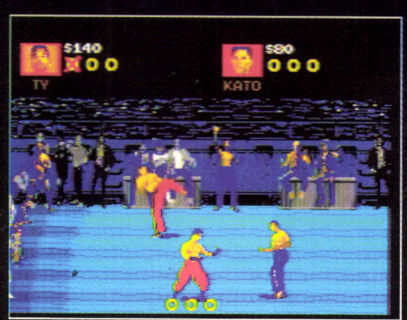
FOR PLAY ON THE SEGA GENESIS SYSTEM

The Grudge Match can be pretty tough, but with a friend it can be a lot easier. All you have to do is enter the practice mode and have the second player wait until the match starts before pressing start. The match then becomes a three-for-all!





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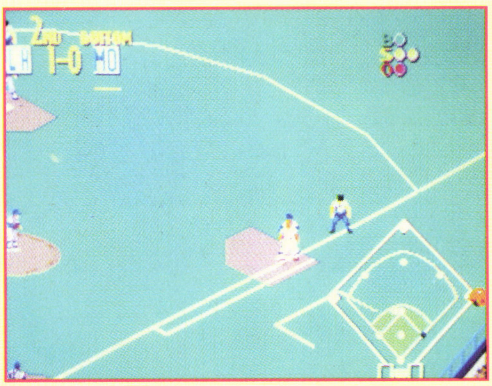
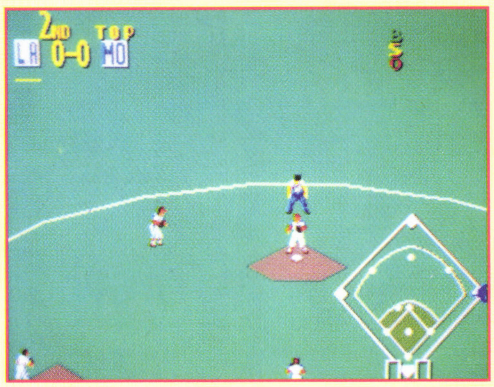
COMING ATTRACTIONS

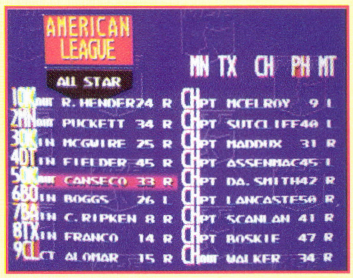
SPORTS TALK BASEBALL
Genesis / Sega

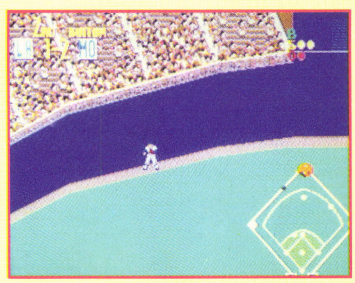
In the tradition of Joe Montana's Sports Talk Football, Sega will be releasing Sports Talk Baseball for the Genesis! This cartridge not only gives you hot baseball action, but it also keeps you updated about the game on the field while you are playing! Pick the kind of stadium you want to play in and choose your favorite teams to battle it out on the diamond. To give you the most realistic baseball action around, Sports Talk Baseball uses real players - with their actual stats!

You have to make the right decisions about your team, who to put in on the pitcher's mound, when to send in a pinch hitter and what pitches you want to use to confuse your opponent's batters. You also get control of your team in the field with arcade-style action. It is up to you to control the actions of your players both at the plate and in the field. While you are down on the field, you will get constant updates from the booth announcers who will let you know how your team is doing! Sega's Sports Talk Baseball gives you a whole new way to enjoy America's favorite pastime!





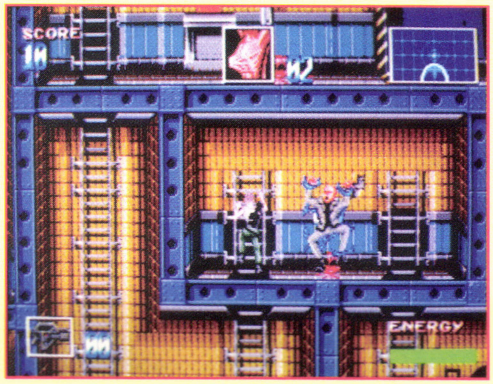




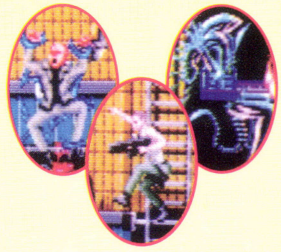
Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan.

ALIEN 3 ™
Genesis / Arena

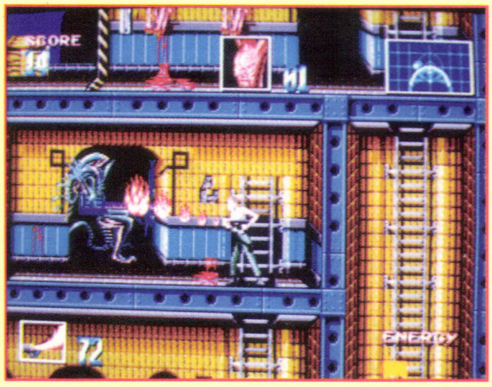
The dreaded Aliens are back, and Arena Entertainment and the Genesis have them! Based on the soon-to-be-released third movie in the Alien series, this game has the intense action and gruesome graphics that you would expect. It is your job to clean up a nest of the Aliens that have invaded a complex of human settlers. Free the trapped people and avoid contamination, or you will end up as the next Alien victim!

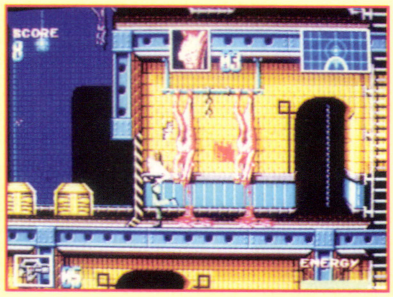


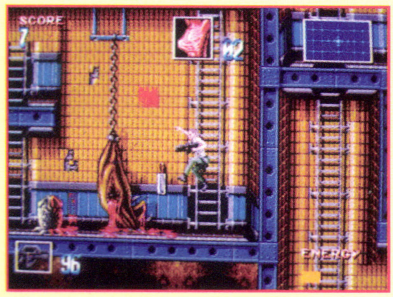
When you come across the trapped, helpless victims of the alien horde, it is to your benefit to release them.



The cast of characters includes you, prisoners trapped by the alien menace and the dreaded Aliens themselves!







The scenes can get rather graphic!

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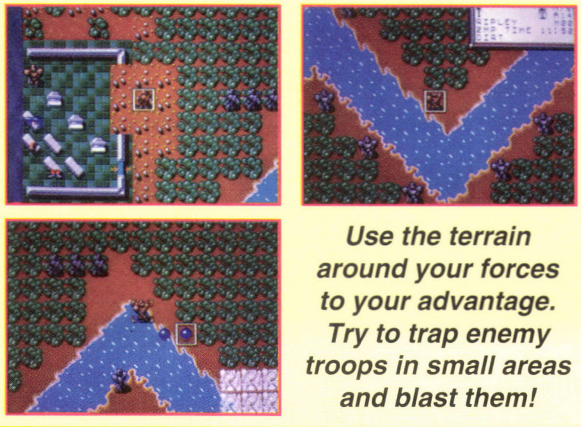
BREACH
Genesis / Treco

War game fans will enjoy this latest game from Treco. In Breach, you lead your troops into battle against the enemy in a dangerous wartime situation. Send in the infantry, call for back-ups and air-strikes, and keep one step ahead of your foe in your battles. This simulation is not for the timid!



Use the terrain around your forces to your advantage. Try to trap enemy troops in small areas and blast them!

IIIRD WORLD WAR
Genesis / Bignet

The fate of the world is given a new twist in this war game from Bignet. In this game, the United States and Japan have gained economic control over the world. To combat this hold, most of the other countries turn on them and refuse to trade with them. When the economic sanctions do not work, war is declared and the whole world is embroiled in a gigantic conflict. Can you save the United States and its allies?

The current political situation is displayed on a series of world maps at the beginning of the game.

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan.

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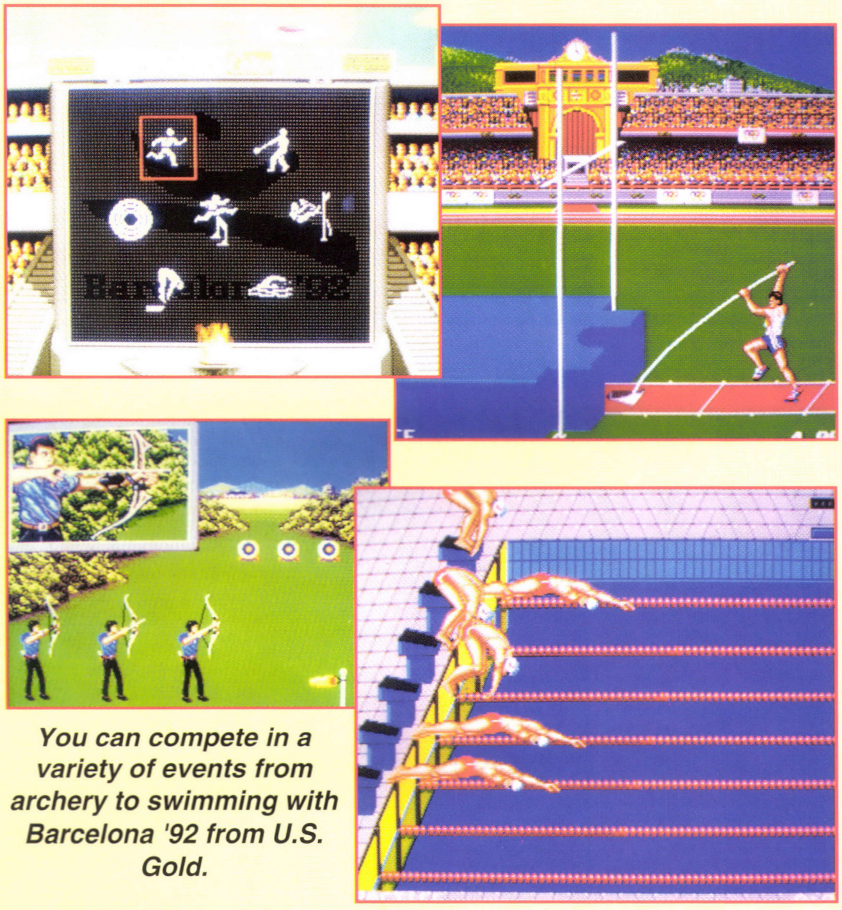
BARCELONA '92
Genesis / U.S. Gold

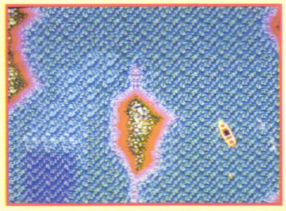
Just in time for the Summer Olympics in Barcelona, Spain, comes Barcelona '92 from U.S. Gold. Now you can be an Olympic hopeful, too! In this game, you can compete in many of the events that have athletes from all over the world vying for the gold. Enjoy the thrill of world class competition in events like archery, swimming, diving and track and field events like the hammer throw, the pole vault, sprinting and the hurdles. Your skills will be pushed to the limits with each of these grueling competitions. Before you try your luck at going for a medal, you can practice each event to improve your skill level. Events like swimming and the hurdles will take as much muscle as you possess, while archery requires intense concentration for you to be successful. The hopes of the country are riding on your abilities. Are you good enough to win a gold medal?



You can compete in a variety of events from archery to swimming with Barcelona '92 from U.S. Gold.

KING SALMON
Genesis / Sage's Creation

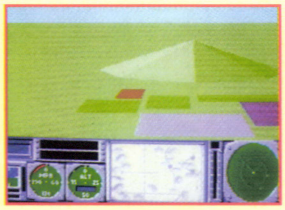
The fun of sport fishing at its best is here in this latest cartridge from Sage's Creation. Try your hand at catching the biggest fish in competition against other expert fishermen. The one who grabs the biggest fish will win, so only keep the ones you want. The greatest prize, of course, is the king salmon itself!



Take your boat out on the lake and grab the biggest fish you can. At weighing time, the scales will show the winner!

STEEL TALONS
Genesis / Tengen

All set for some intense air combat? Then, Steel Talons from Tengen is for you! Based on the mega-hot arcade game, Steels Talons is a military helicopter simulation unlike anything you have played before. Strap yourself into the cockpit and head out over enemy territory. Blow their ground forces to pieces with your heavy weaponry and get out before they can retaliate. The power of this massive helicopter is yours to command with Steel Talons!



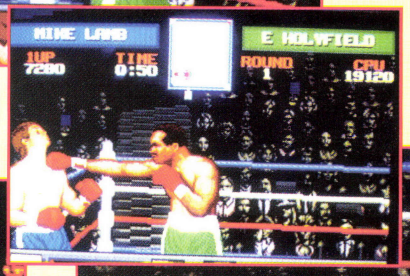
Arm your chopper with the best weapons, and blow away the enemy forces!

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan.

EVANDER HOLYFIELD BOXING
Genesis / Sega

Boxing action is at its best with this latest "hit" title from Sega! Take your boxer into the ring against a series of fighters on your way to fighting the heavyweight champion of the world, Evander Holyfield himself! To make it, you will need to be quick and strong, as well as smart enough to dodge the punches aimed at you. Use real boxing strategy to beat your opponents. Quick jabs followed with strong punches, fake rights and a major roundhouse will send your foes reeling to the canvas. Keep your footwork going and remember to back off in a tough situation. Then, you will soon be squaring off against the champ. However, be warned! Evander Holyfield did not get to be the champ by being lucky! He got there because he is the best in the boxing business. Only with practice and hard work will you become good enough to take the title from him!

In this corner, you, the challenger!



And in this corner, the champ!

How about a rematch?

THE GADGET TWINS
Genesis / GameTek

Enter a world full of mechanical toys and contraptions with Gadget Twins from GameTek. In this two-player game, everything in the world is a gadget of some sort or another. Some of them will hurt you, while others can be used on your quest to find the gem your king needs to save his kingdom. The whole mechanical world is counting on you!

Can you find the right gadgets to save the kingdom?

LEANDER
Genesis / Electronic Arts

Enter a kingdom filled with evil and dangerous creatures. As Leander, you must journey forth to rescue your girlfriend from the evils that are taking over the land. You will not be defenseless, though! You have powerful weapons that will help you fight your way through the hordes of monsters trying to stop you from completing your quest.

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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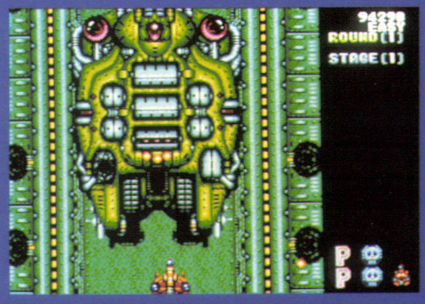
MEGA PLAY

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!



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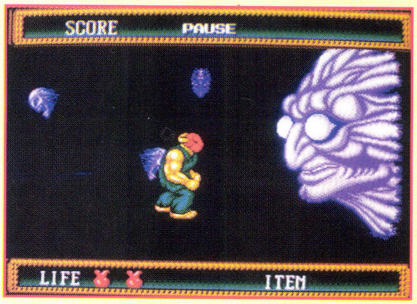
SPLATTERHOUSE 2
Genesis / Namco

The Terror Mask comes to the Genesis with this gruesome game from Namco. In Splatterhouse 2, you have got to fight your way past hundreds of ghouls and other nasty undead creatures to find your kidnapped girlfriend. The Terror Mask gives you awesome abilities like incredible strength. In fact, you are strong enough to knock your enemies in half with one strong punch. You are even more powerful when you come across one of the many weapons in the game. This game is creepy, so make sure you play with the lights on!

Splatterhouse 2 has gruesome action at its best! With each punch you throw, your enemies will splat all over the screen. They make a nice mess when you knock them into a wall! Yet, those two end bosses below will not be easy to beat!



NOTE: The screen shots shown here are preliminary and subject to change. The face mask will be white in the finished version.

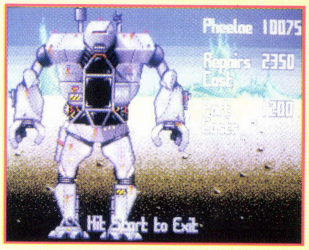
WHEEL OF FORTUNE
Genesis / GameTek

America's favorite television game show is coming to the Genesis with Wheel of Fortune from GameTek! Just like in the real show, you've got to guess letters and solve the puzzles up on the board. Spin the wheel for the value of your guess, and when you think you know the answer, take your best guess! With each new puzzle, you will be given a category and the money amounts on the wheel will increase as you play. Only one person can go to the bonus round to compete for the grand prize!

Just like the television game show, spin the wheel and play for prizes!

DEATH DUEL
Genesis / Razorsoft

Gladiators of the future meet in the squared circle in this brutal fighting game from Razorsoft. Do not expect any mercy from your opponent, because he does not know the meaning of the word! With every win, the battles get tougher and tougher, but your power and your weapons get stronger as well. Only the best fighter around will make it through to the greatest prize of all...his life!



Between battles you can go to the store and buy better weapons for the next bout.

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan.

SIDE POCKET
Genesis / Data East

Data East brings the pool hall to the Genesis with Side Pocket. You can play a number of different billiard games including ones where certain pockets are off limits! Play by yourself, against the computer, or go head-to-head against a friend. Practice your trick shots and get ready to wow the crowd with your talents!

Learn how to bank shots off of the bumpers and how to set the cue ball up for your next shot to win the game!

ROAD RIOT 4WD
Genesis / Tengen

Based on the intense arcade game, Road Riot puts *you* in the driver's seat of a wild 4-wheel drive vehicle. Push the pedal to the metal as you bump your way over the track towards the finish line. You will have to push your car and yourself to the limits if you want to go home with the checkered flag in this race! The courses and the other drivers will get tougher as you get better and move on to new challenges. Are you ready for the ride of your life?

ROAD RIOT
4WD
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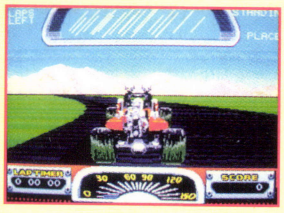


Bump and thump your way over this tricky course to get the checkered flag!

CADASH
Genesis / Taito

Taito brings the arcade hit Cadash to the Genesis. Play as either the Fighter or the Mage as you explore dangerous catacombs, caves and dungeons. As you travel, you will encounter horrible monsters including giant spiders and green slime blobs that fall from the ceiling. With every monster you kill your power will increase and your pockets will fill up with the gold of your defeated foes. Use the money you find to buy better weapons and armor at the shops you will find in the towns. Every person you encounter will have something to say to you. Some of the information they give will be needed to prepare you for the trials to come. Only you have the power to save the kingdom. For more fun, you can team up with a friend and use the powers of both characters. The Fighter is best in combat, but the Mage is able to use many different spells to destroy your foes!

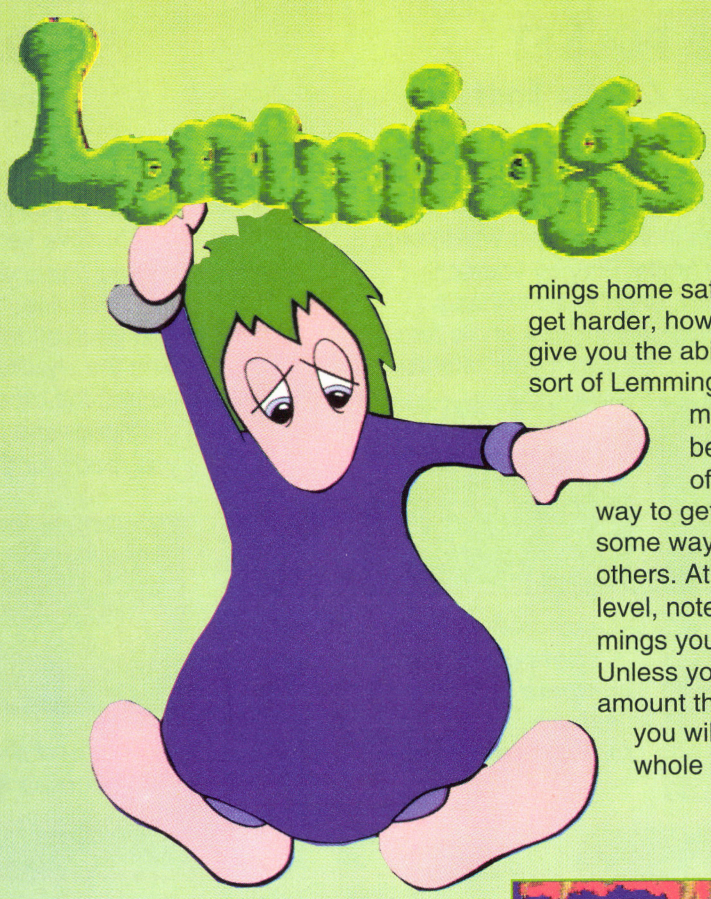
Both the Mage and the Fighter are able to win the game by themselves, but they are much more powerful when used together. The Fighter is a great swordsman, but the Mage has the ability to use powerful spells!

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan.

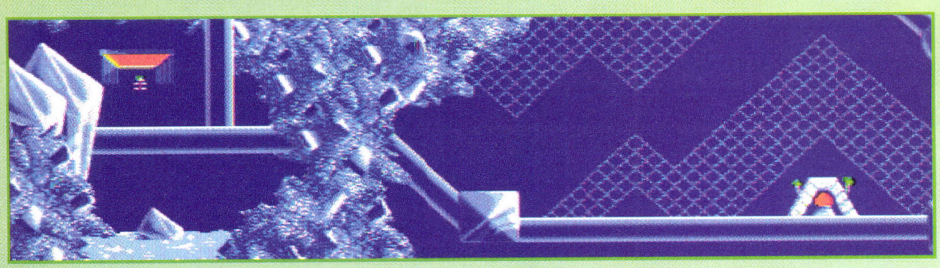
Lemmings

FORWARD MARCH!

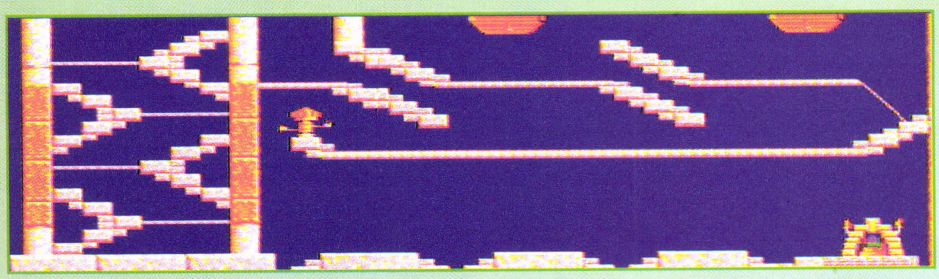
Lemmings are cute little guys that are trying to get home over a bunch of dangerous obstacles. That would not be much of a problem, except that Lemmings are not very smart. They just walk ahead into anything in their way, or fall down deep pits when they walk across them. Fortunately, they have got you on their side! You can tell the Lemmings what to do to get around the traps and obstacles in their path. You can tell them to climb walls, dig tunnels, build stairs and more! The levels start out easy, but they get tougher as you move on. At each level, you are told how many you have to save and how much time you have left. The game also gives you a little hint about how to make it through each of the 180 levels of the game. If that many levels are not enough for you, there are also 20 levels where you can play head-to-head against a friend! Along with the cute graphics, Lemmings has many different songs to go along with the levels. Get ready for one of the most addictive challenges of your life!

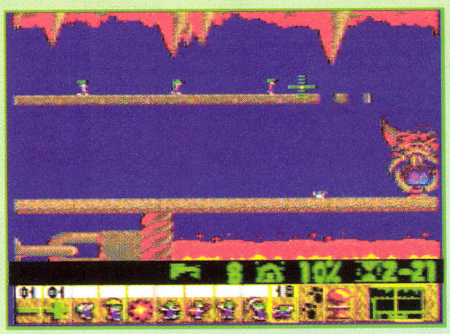


On the first few levels, you will get the right number of icons at the bottom of the screen to get your Lemmings home safely. As the levels get harder, however, the game will give you the ability to use every sort of Lemming in the cart. This makes it harder because there is often more than one way to get to the end, but some ways are easier than others. At the start of each level, note how many Lemmings you need to save. Unless you save at least the amount the game tells you to, you will have to play the whole level over again!



Here are a couple of levels you will encounter right away. You will need lots of bashers for both of them!





If a Lemming falls a long way without an umbrella, he will smash into the ground! You do not always have umbrellas either.

To get through the level shown to the upper left, you have to take your Lemmings through the area on the left side. This is the only way to get them home without smashing them.

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SUNSOFT	GENESIS	MEDIUM	MARCH
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	180	PUZZLE	85%

WHAT YOUR LEMMINGS CAN DO. . .

CLIMBING

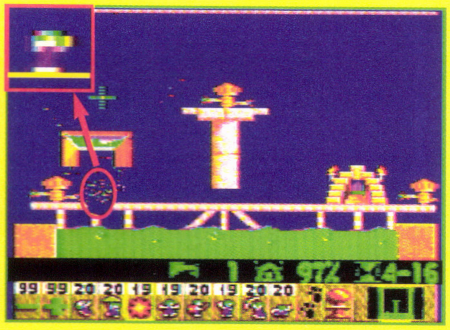
Click on this and then click on a Lemming to tell him to climb up a wall that's in his way.

FLOATING

This gives the Lemming an umbrella that lets him float safely to the ground during long drops.

EXPLODING

This makes the Lemming of your choice blow up. It is the only way to get rid of blockers.

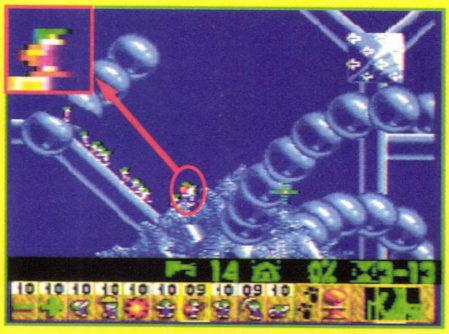


BLOCKING

A blocker Lemming stops others from walking past him. He is useful when building or mining.

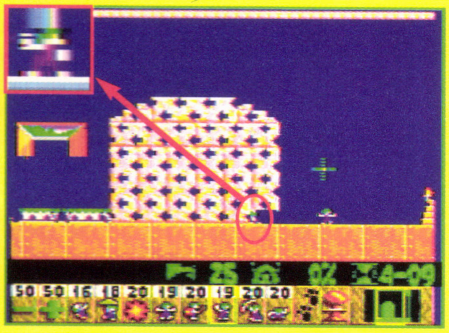
BUILDING

These Lemmings make a staircase that will help them climb over low walls and hills.



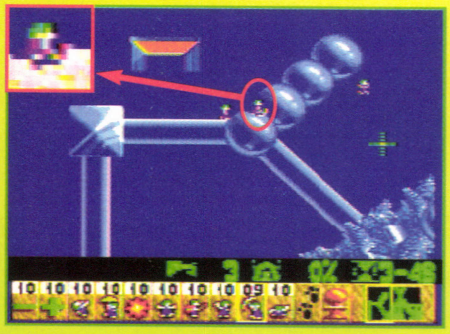
BASHING

A basher is a Lemming that can knock through walls and other obstacles in your path.



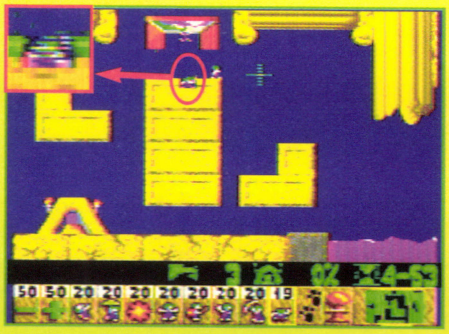
MINING

Miners hack a diagonal path down through the floor. They will go through anything but metal.



DIGGING

Like miners, diggers can go through anything but metal. They dig a hole straight down.



NUKING

When you get stuck on a level, click the nuke icon and all of the Lemmings on the screen blow up!

Control what your Lemmings do with the icons at the bottom of the screen. To use one, move the cursor to the icon you want and press the C button on the controller. Then, move the cursor to the Lemming you want to give a command to. Press button C again, and watch the Lemming start doing what you have commanded! If you need to, you can pause the game while you move the cursor around.

D&D

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	HARD	SPRING
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	90%

WARRIORS OF THE ETERNAL SUN

...JUST 13 MOONS AGO...

Remember sitting in your back yard with friends playing a round of D+D with some chips and bean dip? Now, you can relive the magic on the screens of 16-Bit!

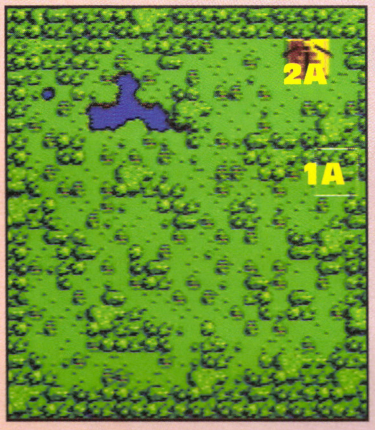
Based on the unreleased versions of the Hollow World series, your entire fortress is in the middle of a giant war between the human-like people and the Goblin race. Unfortunately, a large earthquake erupts and the fortress is sucked into the earth. Once the people regained consciousness, they discovered a world beneath the surface that contained many mysteries.

The king needs four brave warriors to seek out the secrets of this land. As you go, you will cross HUGE lands in an overhead quarter side view and enter tunnels and in a first person perspective view. Many different stats are provided to add game realism. All fans of TSR games, Phantasy Star Trilogy or Dungeons and Dragons keep an eye out for this one!

A WHOLE CAST OF MALE AND FEMALE CHARACTERS TO CHOOSE!

THE FIRST MAINLAND!

Throughout the mainland, you will find all sorts of different terrain like swamps, thick forests and lava lands. The best thing to do is to avoid those areas and concentrate more on the plain areas - simply because they are safer! You might question where to go as you start this huge RPG. Basically, go North. There, you will locate different caves along the North-West and North-East corners of the mainland.The North-East cave leads to the second land!

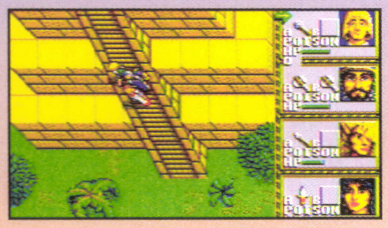


#1-The beastmen camp, #2 - The castle, #3-North-East cave, # 4-North-West cave, #5-The cave maze, #6-Swampland, #1A-Cave exit, #2A-Temple

COMBAT ON THE MAINLAND!

When walking in the mainland, keep your guard up.

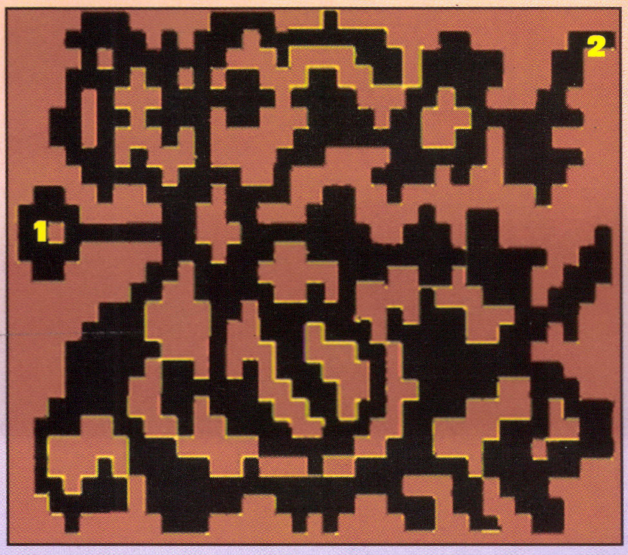
The overhead perspective helps you see obstacles!



You control all movement, so use strategy to move.

EXPLORE THE VASTNESS OF THE NORTH-EAST!

Having a bit of trouble trying to get through the cave located on the North-East side of the mainland? Well, we at Mega Play have constructed a map that will help you through it. #1 - The entrance to the cave which is guarded by a metal golem. #2 - The cave exit which will lead to #1A on the top of the page. Before entering this level, build up your experience and weapons. Just one more thing, we did not label the location of the treasures that lie within. We cannot spoil all the fun for you!



HELPFUL HINT-Be sure to check every dead end for goods. Some will surprise you!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	RENOVATION	GENESIS	HARD	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	90%

TRAYSIA™

ROY

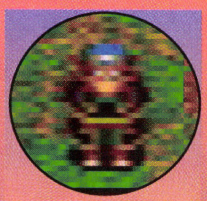
Roy is the leader of the entire party and the one that you control. He can be a valued friend, but he needs experience.

BENGIE

A cleric of efficient skills! Even though you can only offer him a war hammer as his maximum weapon, he still fights well!

MAGELLAN

The best warrior on the team! Use him when on the offensive and also to combat the stronger of the enemies that you will encounter!



FLOYD

A very strange person with a wide array of magic abilities. He strikes from a distance, so watch your back with this guy!

"FAREWELL, TRAYSIA!"

Back far into the ancient days when adventure and riches called to the hearts of young men, a man by the name of Roy decided to answer just such a call. Bored with his drab existence, he now seeks adventure in the vastness of the lands of Jordan. The only thing that he regrets is the fact that he needs to leave his lovely wife behind - Traysia. However, before he leaves for his adventures, he is given a special pendant that contains a secret. Given to him by Traysia as a reminder of home, he takes it and dashes off to find high risk action and thrills!

As he enters the land, a horrible tale is brewing that spells disaster for all that is innocent and caring. The town leaders are banding together with a vile creature of superhuman size and strength to obtain all of the power that they can get their "paws" on. As you discover this sinister plot, you realize you must win over the acceptance of the townspeople and fight against forces never before conceived. The fate of the entire world rests in the success of your battle! Good luck - proud warrior!

AN ENTIRE HORDE OF BEINGS TO COMBAT AND HUNT!

It is not very hard to anger the local inhabitants, so you will get into many fights involving magic, weapons and pure skill!

ENTER THE REALM OF PORT TOWN!

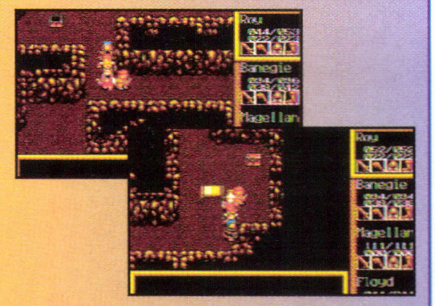
Port Town is where you begin your quest. The first thing you should do is to enter the castle located in the far left hand corner of the screen. There you will have no choice, but to take the party members that are given to you. However, you will have a healthy party for hunting down the local fauna that inhabit the land.

1. THE INN
2. HOSPITAL
3. WEAPONS SHOP
4. MAGIC SHOP
5. CIVILIAN HOMES
6. TOWN EXIT
8. MAIN CASTLE
9. STREET VENDORS
10. PLAY HOUSE
11. POVERTY HOMES
12. THE CHURCH
13. MEETING HOUSES
14. ARMORY
15. MYSTERY HOMES

TREAD THROUGH THE FORESTS WITH CARE AND CAUTION!

At the start of your quest, you must proceed to the castle in the upper left hand corner to obtain your party. Then equip them and proceed into the field in a north-east direction. There, you will find an entrance to the forest. Once reached, try to go north to find the entrance to the cave!

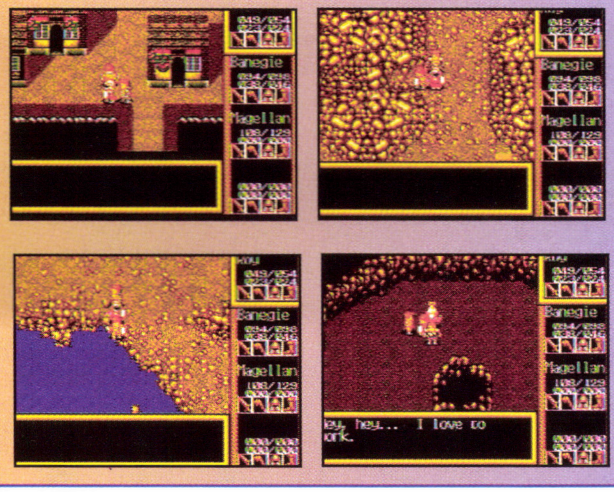
HUNT IN THE CAVES!



Here is your main destination! The creatures that inhabit the cave are very deadly and worth a lot. Find treasure and one of your party members will show his true colors!

THE STONE LAND IS YOUR NEXT STOP!

As you proceed through the land of stone, there will be a village in the north-west upon exiting the caves. Make sure to enhance your party with more powerful weapons here. Also, get some helpful tips in the mines just west of the village!



MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRECO	GENESIS	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	100%

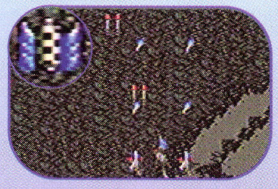
TASK FORCE HARRIER EX

HARRIERS THAT USE TAKEOFF STRIPS?

Take to the air and get ready to blast away an invading air force. This is the latest 8-Meg shooter for the Genesis from the folks at Treco. Based on an older arcade game, this cart has the shooting intensity of classics like Raiden and Truxton. The game play is filled with a variety of power-ups and enhancements. The most valuable is the escort ships. These escorts can be put into four different formations. Each formation gives your ship a different speed. The game is split into eight levels each loaded with tons of enemies and power-ups. The end of level bosses are especially tough and offer a challenge to even to best game players. Task Force Harrier has an intensity level that is backed by the firepower (both yours and the enemy's) that cannot be beat.

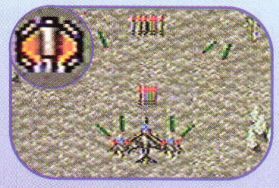
POWERFUL ESCORTS TRIPLE YOUR FIREPOWER!

VULCAN ESCORT



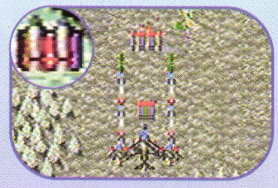
These helpful escorts let you aim high density rounds in three directions.

FIGHTER ESCORT



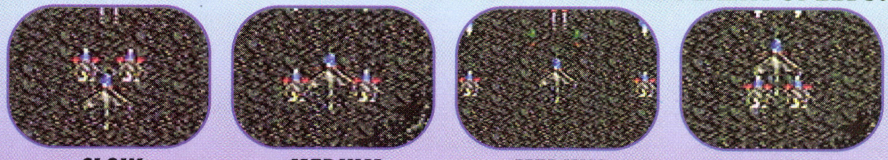
The fighters shoot homing missiles to hunt down anything and everything.

MISSILE ESCORT



For raw power, these are the escorts for you. In a word: devastating!

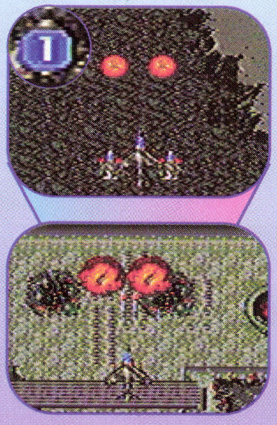
FOUR DIFFERENT OPTION FORMATIONS - FOUR DIFFERENT SPEEDS.



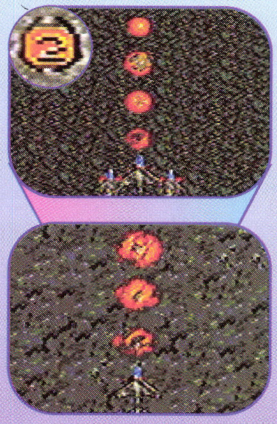
SLOW MEDIUM MEDIUM FAST

THREE DEADLY ANTI-SURFACE WEAPONS!

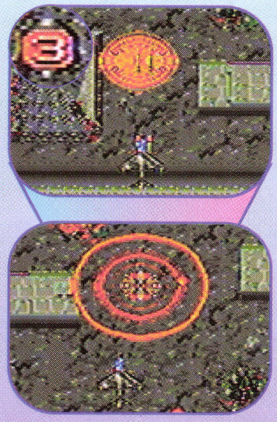
CLUSTER BOMBS



THE DISPENSER

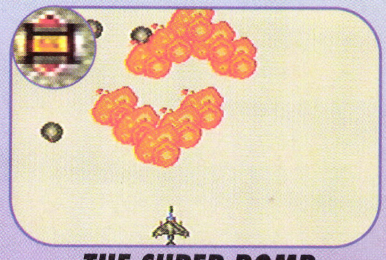


IMPACT BOMBS

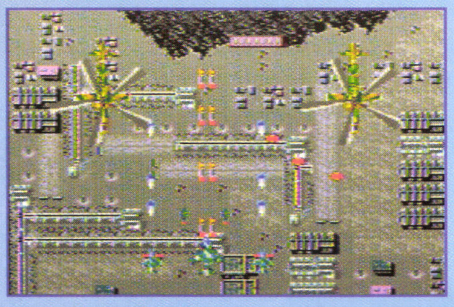


ACQUIRE SPECIAL EQUIPMENT FOR SURVIVAL!

INCREASE FIRE POWER



THE SUPER BOMB

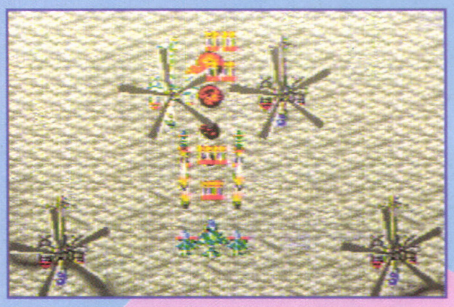


STAGE ONE

Here is where the fun starts. Fly into the heat of battle and take on numerous enemy fighters. There are plenty of chances to power-up on this level. The Boss is easily done away with if you place your escorts in front and blast away.

STAGE TWO

In this level, you must concentrate on the ground targets. There are power-ups hidden in most of the enemy bases. The Boss consists of two tanks with an attitude. Go for the tank on the left first, and then finish off the other one.



STAGE THREE

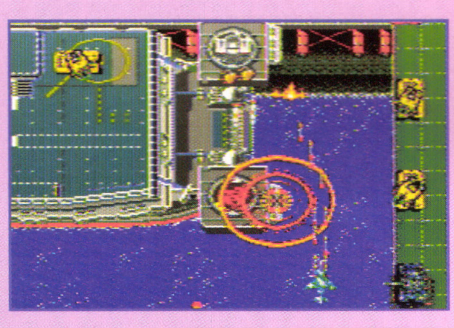
The enemy is starting to bring out the heavy artillery. You will be confronted by vicious attack copters and other r advanced crafts. The best way to get rid of the end boss is with missile escorts and rapid fire.

STAGE FOUR

Now it is time to get offensive. You must destroy the enemy ammunition depots and transports. The Boss is a flame throwing tank and is not tobe messed with. Try using the Impact bombs for best results.

STAGE FIVE

You now must take the battle to the sea. Giant aircraft carriers launch out hundreds of kamikaze fighters. Hopefully you will have plenty of SuperBombs stored up because the Boss is a real pain in the afterburners!



STAGE SIX

The enemy is in shock because of how much damage you have caused. They've assembled an armada of hovercrafts and gunships. If your main weapon are powered up you should have no problem with the Boss.

MORE CHALLENGES AWAIT YOU IN THE LAST TWO LEVELS!

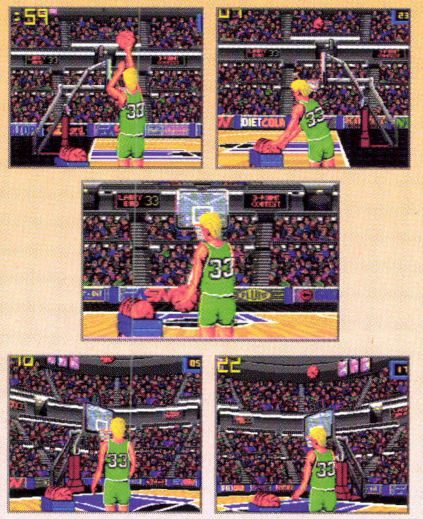
MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	90%

Slam and jam your way to the pros with this awesome shot!

Super ONE on ONE

JORDAN VS. BIRD

THREE POINT CONTEST



Take the ball like Larry Bird in this event. For best results, shoot at the highest point.

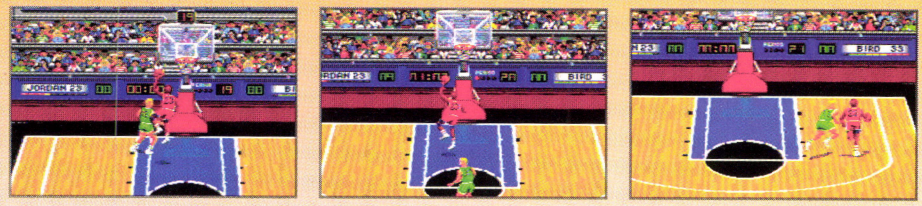
PLAY IN THE COMPETITION OF THE YEAR!

That is right folks! The NES game of the same name is now to hit the Genesis market with the whole new look and style of One on One Basketball! Contained in this cart is a vast array of different events, such as the three point contest with Larry Bird or the slam dunk contest with Jordan where style and form earn your score.Yet, the crux of the game is the One on One match! All of the skills of the NBA come into play here as you race to the basket and try to take the court by brute force...with a hint of strategy. Time limits can be set during this mode as well as access to an instant replay function!

SLAM DUNK CONTEST

Take to the hoops with the superstar Jordan himself! Choose from an array of 10 slams ranging from the leap frog to the all-star slam! Time it with the bar on screen!

ONE ON ONE MATCH OF THE YEAR!!



HELPFUL HINT - When you have the ball, first go in one direction and then the computer will follow This is when you confuse him and run in the opposite direction.

PSYCH EM OUT!

The main part of the game has you playing Jordan or Bird in some One on One action! The scene is set in a half-court perspective. Here, the action heats up because you can dodge, steal, run and score with one to three point shots, including slam dunks! When playing the computer, it is best to stay behind your opponent and force him back.

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	HARD	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	EDUCATIONAL	100%

Where in TIME is Carmen Sandiego?

TIME AND TIME AGAIN...

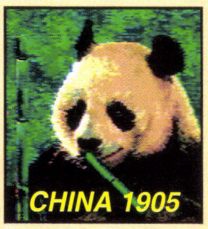
One of the most popular PC games around is now to be on the Genesis!

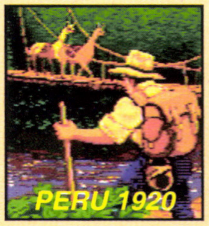
You need to use all of your history skills in order to beat out the entire gang of Carmen Sandiego's thugs. You are issued a Chronoskinner that can go anywhere through time and space, but you only have between 30 to 40 hours to complete each mission. In order to catch the criminals, you need to talk with witnesses and get clues that lead up to the time period and continent where the criminals are hiding. This is definitely a change for the Sega 16-Bit and is fun for the whole family!

CHOOSE FROM FIVE DIFFERENT LANGUAGES!

SPANISH	GERMAN	ENGLISH	FRENCH	ITALIAN
Prueba	Beweise	Evidence	Preuves	Prova
Dosier	Dossiers	Dossiers	Dossiers	Dossier

Learn a new language! Have all the text displayed in French!





THERE ARE A WHOLE ASSORTMENT OF OPTIONS TO USE!

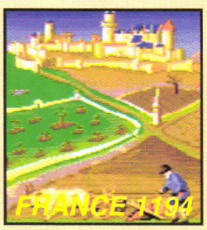
VIEW SCREEN - Here is where you can see what the main action going on will be. The scanner is present on this screen to help you.

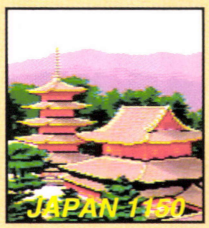
Peru
SOUND
The Incan empire at its height was 380,000 square miles. Messages were carried by long distance runners, called "chasqui," who ran 150 miles a day.
TRAVEL
SEARCH
DATA
ABORT

DATA SCREEN - This screen allows you to do the different commands needed for the capture of the criminal. It also provides info on the time period.

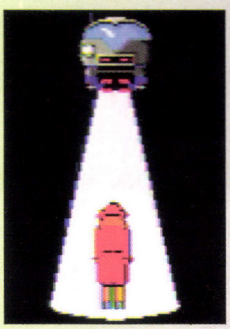
COMMAND CODES - There are four different commands to use. "Travel" lets you move from time zone to time zone. "Search" lets you look for evidence. "Data" is what you need to prepare a warrant. Lastly, "abort" lets you either get a password or quit.

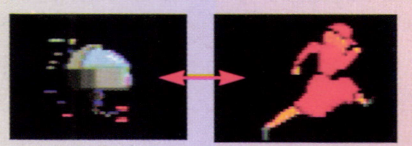
TIME GAUGE - It is important to watch this gauge so that you do not run out of time before you catch the criminal. Keep an eye on it, or else!



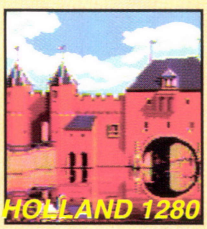


GATHER YOUR EVIDENCE AND CATCH THE CRIMINALS!





Evidence is one of the most crucial things that you need before arriving in the time zone that the criminal is on. Without sufficient evidence you can not get an arrest warrant!



The Fantasm Soldier VALIS

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
RENOVATION	GENESIS	EASY	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	7	ACT/ADV	95%

CHOOSE THE RIGHT VALIS WEAPON!

REGULAR ARROWS WAVE BOMBS LASER

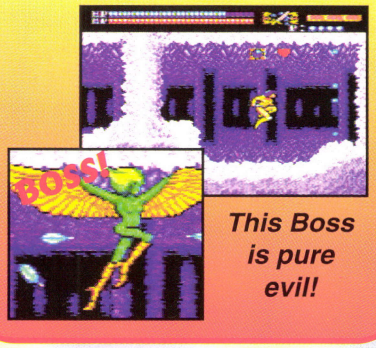
NOTE: All weapons can be powered-up to a maximum of 3 times!

COLLECT THE SPELLS!

THE CITY SIGHTS

The dangers of the city!

THE ARCTIC WASTES



This Boss is pure evil!

THE MAGMA CAVES

The dark can help or hurt!

THE SWORD OF VALIS IS BACK!

Have you ever wondered why there was a Valis 2 that Valis 4 talked about, but never a mention about Valis 1? Well, here it is! You will now learn of the origins of Yuko and how she earned the power of the Valis sword.

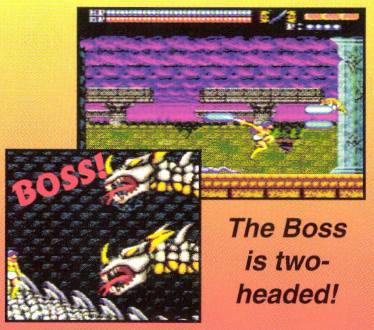
In the world of dreams, the powers of "Ying" and "Yang" (good and evil) were separated by the Rogles king. Using the power of "Ying," he is bent on destroying the entire universe to rule it for himself! Plus, Yuko's best friend, Reiko, has mysteriously sided with the Rogles king.

Shown above are five of the levels. After which, you will need to face off against Reiko and then Rogles! Good luck!

THE ROCKY PLAINS

These are not peaceful lands!

THE RUINED TEMPLES



The Boss is two-headed!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SAGES CREATION	GENESIS	AVERAGE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	8	ACTION	100%

FACE THE WRATH OF THE DEMON!

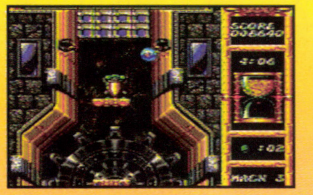
The classic plot of the princess being kidnapped by a huge demon has once again graced our screens - but not quite in the usual style!

This time around, you are in control of two sliding paddles, and you need to use a ball of magic to break your way through the many different walls, barriers, gates and roaming monsters that are scattered throughout the land. At the end of each stage, you will find an end boss that will either try to knock you off of the bottom of the screen or just cause you plenty of frustration! Be sure to collect the many different power-ups that can change the ball into a flaming dragon! Good Luck!

STAGE ONE-GRAVEYARD

The graveyard is filled with loads of spirits. Watch for the claws.

STAGE TWO-CLOCK TOWER

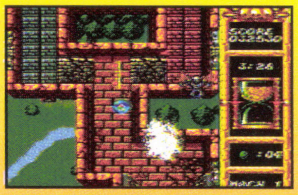


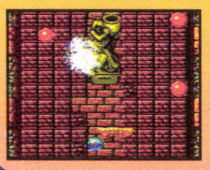
Here, gears will toss you around and a clock will help.

STAGE THREE-WATERFALLS

Water will sweep a ball off of the screen! Look for the tree!

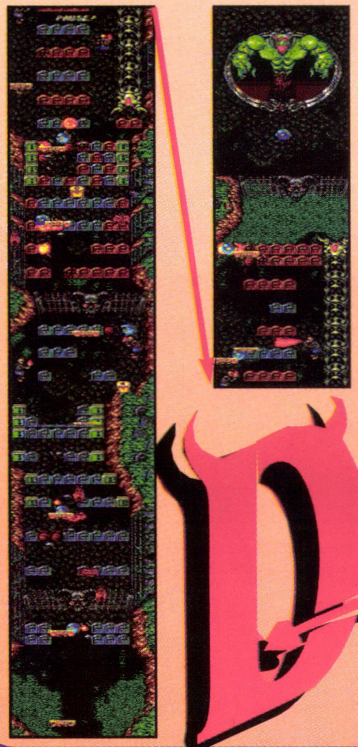
STAGE FOUR-AIR PASSAGE



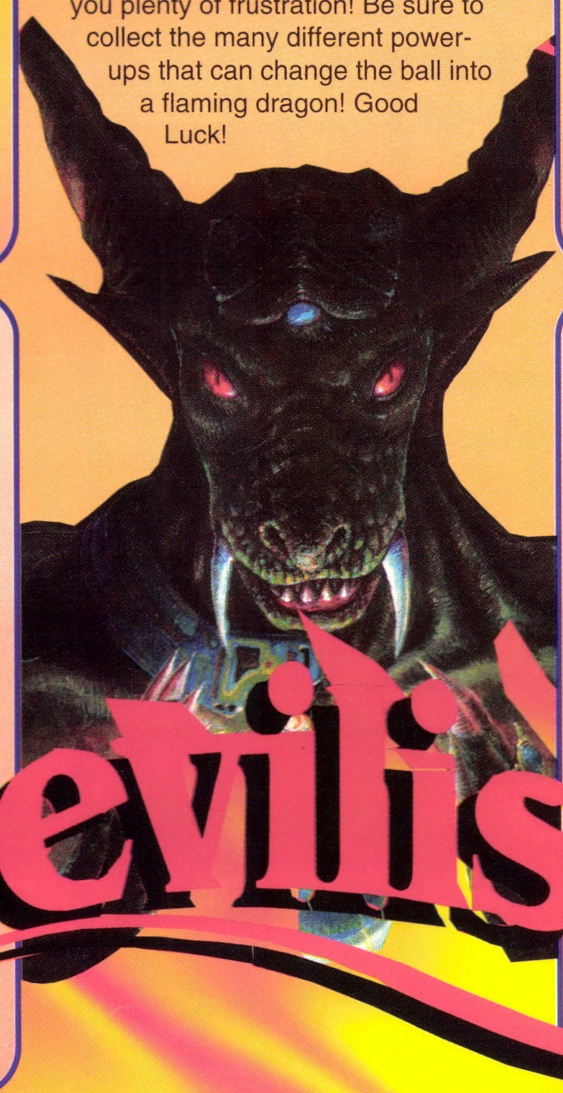


Traverse the narrow passages and destroy the Boss' blocks!

ENTER THE GRAVEYARD



LOADS OF POWER-UPS



Devilish

CHOOSE FROM DIFFERENT VEHICLES TO CATCH THE ENEMY!

There are loads of different vehicles to obtain through this stunning title. Such vehicles include the jet-ski, speedboat, motorcycle, porsche and the corvette! For outstanding action, some of the vehicles have built in weaponry for damaging vehicles in front of you! Some, though, only allow you to punch the motorcyclists.

REV UP THOSE ENGINES!

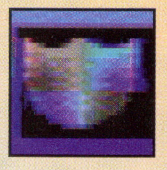
Get ready for one of the most intense spin-offs ever to hit the portable arena. Out Run Europa has **you** controlling not just any old simple corvette this time around. Instead, you control over five different vehicles that you need to use to catch a gang of thieves. You can fly through the city streets on vehicles ranging from motorcycles to porsches. With a wide assortment of vehicles, such as jet-skis and speedboats, you will hit the water flying like a bat out of...you know where. Are your racing skills from the arcade classic up to par? Get prepared for the ultimate competition!

OutRun EUROPA

MEGA FILE

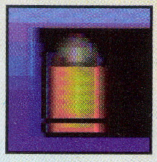
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
U.S. GOLD	GAME GEAR	HARD	SPRING
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	5+	DRIVING	100%

GATHER POWER-UPS!

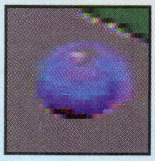


ARMOR STATS - This is what you need to keep your vehicle going!

NITRO BOOST - Activate this and your vehicle will get extra speed!



AMMO AMOUNT - The amount of weaponry is detailed here.



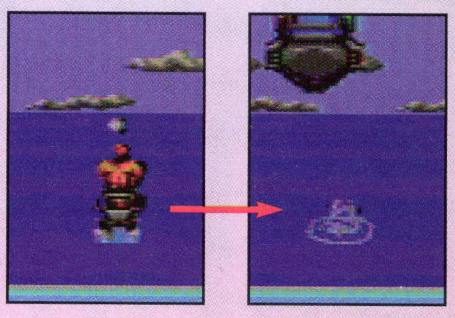
TIME SAVERS - Use these to give yourself a boost on your time!

BRAVE THE LAND AND THE SEA!

The streets are dangerous, especially when they are filled to the intersection with cars and trucks.

The water can be very frustrating. The objects that you must dodge are the rocks that you speed into!

You have no weapons, other than your fists and your wits!



Jet-ski mounted enemies will also try to ram you!

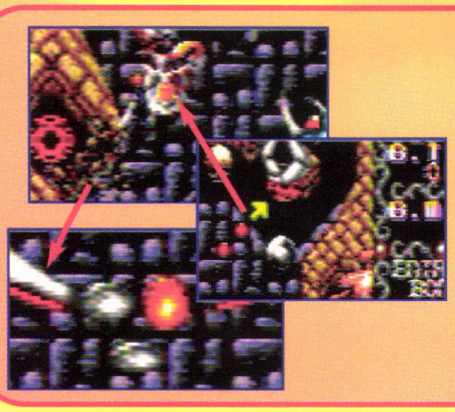
MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECHNOSOFT	MEGA DRIVE	AVERAGE	NOW JAPAN
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	100%

DEVIL CRASH

CRUSH THE DEVILS INTO OBLIVION!

All fans of the Turbo version will instantly recognize this magnificent title. Your pinball skills must be ready to take the test of a lifetime! The devil has challenged you to a round!

Throughout Devil Crash, you can find many hidden places to earn big points, either by hitting the on-screen walking monsters, or locating bonus rounds that will send you reeling into the next dimension. If you get tired, but do not want to quit, there is a special password feature included. Get ready to get down and dirty with the Devil!



DEVIL'S ROULETTE - Here you will be able to obtain any of the six bonus stages in the game, providing you strike the magicians in the right order. There is also a tube that will guide your ball behind the oak gates of the mid-section and the slime roulette will form a wall providing adequate protection from your ball flying out.

BONUS ROUND TWO!!

THE FACE OF FEAR - The central part of this area is dominated by a large feminine face that will transform itself into a demon if you knock the ball into either of the two rebound pits. There is also an oak gate with skeleton guards behind it. Destroy these obstacles and you will be able to clear a path to the top section!

BONUS ROUND 1!!

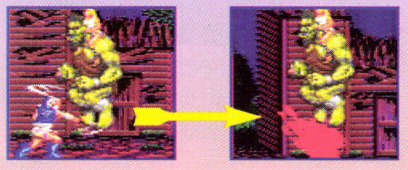
BASE SECTION - Here, there are plenty of different things that you can do such as shooting the ball into the castle to earn yourself a guard against the ball falling off of the board. In addition, there is a dragon in the top right corner that will open its mouth and allow you to enter the challenge of bonus round one!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	IGS CORP.	MEGA DRIVE	VERY HARD	NOW IN JAPAN
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	ACTION	100%

CHOOSE BETWEEN TWO MAGICS!

There are two different spells to cast, one is a six-way flame magic, and the other is a fog for invincibility!

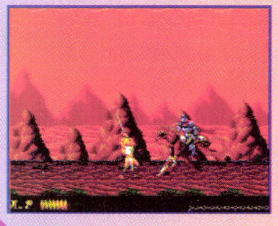
YOUR POWERS OF ANIMAL CONTROL!



Dahna's animal control powers will really come in handy! They help her to get to places, or to destroy an enemy such as the ogre jumping on a soldier.

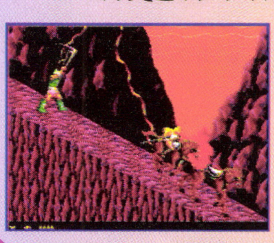
STOMP THROUGH THE RUINED VILLAGE!

AREA ONE



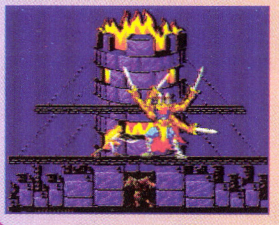
You will lose your ogre, but gain a horse!

AREA TWO



Here, watch your speed in the huge hills!

AREA THREE



In the castle, tackle the 4-armed 2-headed knight!

HELP SAVE DAHNA'S PARENTS FROM PERIL!

Many years ago, young Dahna and her parents were travelling down a familiar country road. Suddenly, a group of bandits under the direction of Lord Zalkov jumped the carriage and kidnapped Dahna's parents. Fortunately for Dahna, the driver of the carriage managed to get Dahna away. He proceeded to raise Dahna as his own child and taught her the ways of nature. She learned to control animals by thought and to control the various forces of nature. With these powers, she set out to take on Lord Zalkov and avenge her parents.

If you are ready for the challenge of a lifetime, then Dahna is the game for you! Throughout the game, you use several different beasts ranging from a speeding horse, or a pillaging ogre to a fire-breathing griffon you ride high into the sky. Not only that, but the different magics that you can earn will either allow you to become invincible for a short time or fire a six-way directional flame weapon! The challenge is devastating to the max, and will test the most experienced of gamers around!

DOUBLE DRAGON II
The Revenge

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
PALSOFT	MEGA DRIVE	EASY	NOW IN JAPAN
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	4+	ACTION	100%

NEVER MESS WITH THE BEST!

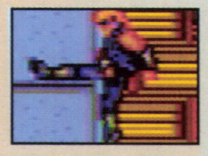
Out in the stores of Japan, the sequel to the cult classic coin-op is being bought out for the Mega Drive!

Take on the role of either Billy or Jimmy Lee and try to avenge the murder of Pauline by the vile gang that you had once defeated before! All sorts of different attack methods highlight this classic cart!

TOTALLY RAD MOVES OF PURE FIGHTING POWER!

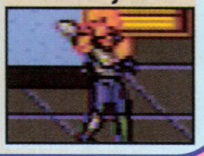
To punch, press either A or C, whichever one is facing towards the enemy.

Back kicks are done like punches, except when the enemy is behind you.



For killer Hurricane kicks, use a combo of B and the opposite kick button!

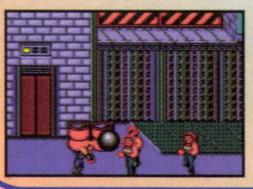
Using the B and opposite attack buttons simultaneously, gives you elbow jabs.



ENTER THE AIR HANGAR

Make sure to arm yourself with a shovel!

ENTER THE BACK ALLEYS



Loads of conveyor belts and pitfalls will help out!

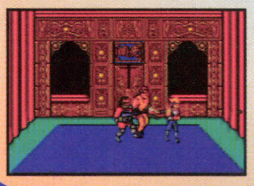
FORAGE IN THE FIELDS

Beware of combines and huge enemy creeps!

THE MAIN BASE

At the final zone, watch out for booby traps!

RUMBLE IN THE ARENA

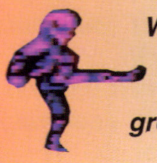


At the arena, the bosses will try to crush you!

These levels can be quite precarious! Try to find the easiest way out of trouble, like grabbing a weapon, sending an enemy off of a cliff or down a conveyor belt. Throughout the five fields, you will encounter many enemies - good luck!

ENEMY TIPS AND TACTICS

The way to deal with this Boss is to either have a weapon or use back kicks.



With the shadow Boss, jump when he enters the ground and punch!

To defeat this enemy, flank him from the side and let loose a volley of punches!

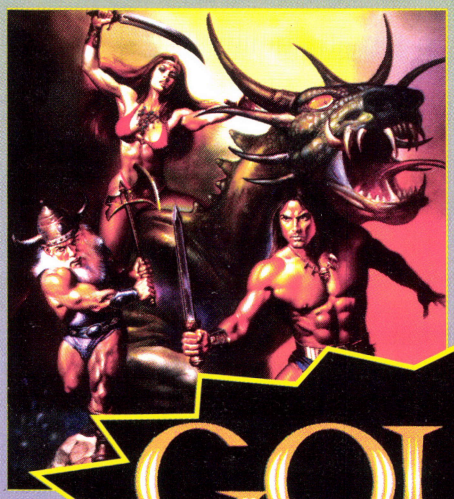
Watch out! These are quick fighters. Once they attack, punch them from behind!

TAKE A TRIP THROUGH THE AIR HANGER AND TAKE OUT THE BAD DUDES!

HELPFUL HINT - Be sure to find the whip and the shovel to increase your attacking power at the boss!

MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!



MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	7	ACTION	100%

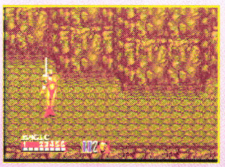
SEGA GOLDEN AXE II

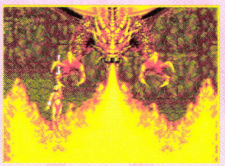
ANOTHER AXE TO GRIND

The Dark Guld is back and ready for some more hack and slash action on the Genesis. Assume the role of Ax Battler, Tyris-Flare or Gilius Thunderhead and put an end to the terror and chaos throughout the land. The staff here at Mega Play would like to welcome you to our brand new strategy section known as (of course) Mega Play. We are here to show you the most important techniques tips and strategies, so you will be able to conquer Dark Guld and his minions and bring peace back to the land. Check out the maps and call-outs that alert you of special items or techniques to use to defeat an enemy. Get ready to storm the kingdom of evil.

SUPER MAGIC TECHNIQUE FOR WINNING BIG!

If you would like to have 300 units of magic at your disposal, than use this trick. Make sure that your magic option is set to special. You can do this on the first level,or any level with a bonus room after you beat it. All you must do is defeat the level boss. While the boss is dying, hold the magic button down, but do not release it. Keep holding it throughout the bonus room and do not collect any books. Release it on the next stage and you will see the results at the bottom of the screen.





AX BATTLER

He is a fierce barbarian who can do a powerful upper cut swing and slash enemies on both sides.

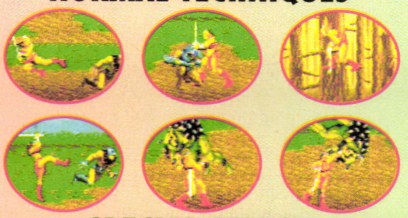
NORMAL TECHNIQUES

SPECIAL ATTACK

TYRIS-FLARE

She is a ferocious amazon. Her agility is amazing and she can do a special reverse kick attack.

NORMAL TECHNIQUES



SPECIAL ATTACK

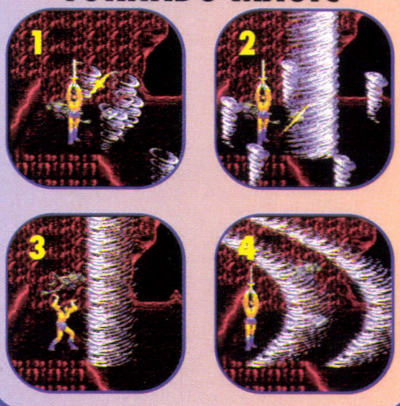
GILIUS THUNDERHEAD

He may be small, but he is very tough. Gilius can use the axe to do special spinning kicks.

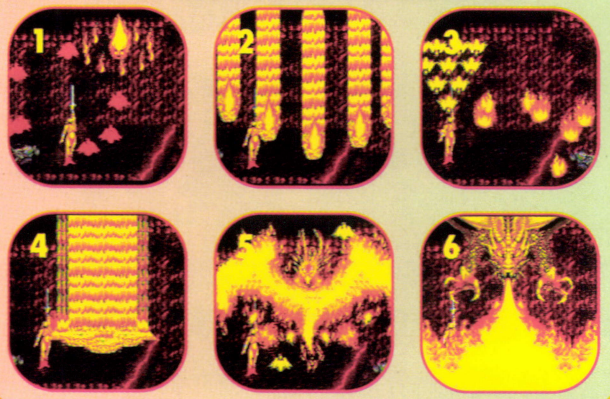
NORMAL TECHNIQUES

SPECIAL ATTACK

AX BATTLER USES TORNADO MAGIC



TYRIS-FLARE USES FIRE MAGIC- IT IS THE MOST POWERFUL

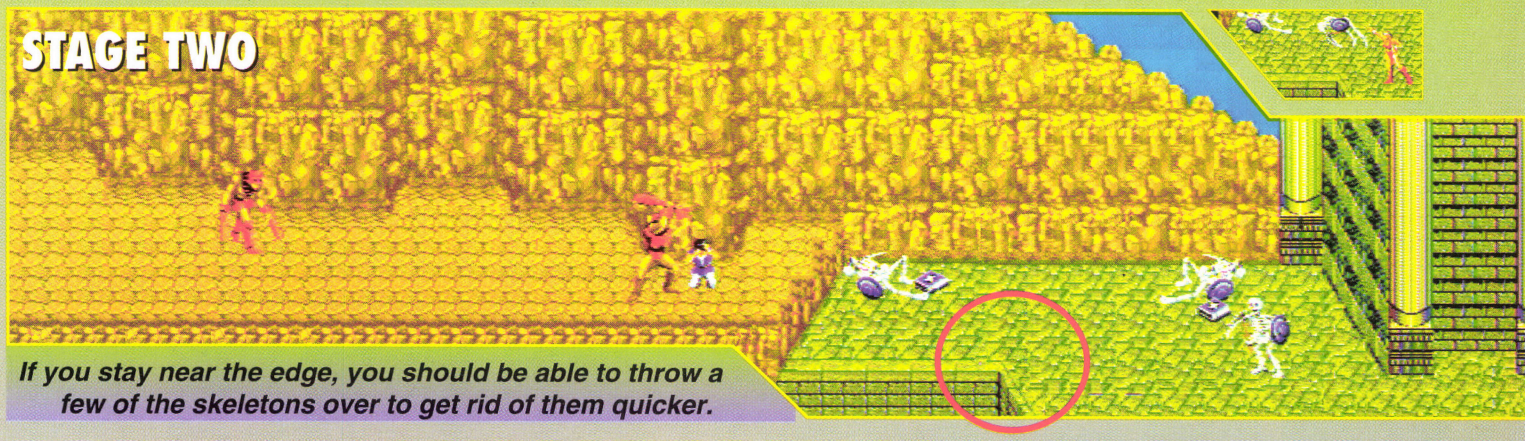


GILIUS USES ROCK MAGIC

STAGE ONE: THE RAVAGED VILLAGE

This level is rather easy and has very few enemies to fight against. About halfway through, you will find a dragon that you will be able to ride, after you knock the enemy off its back. Hit the joystick to the right or left twice and attack to make the dragon charge at the enemy. This is your best attack besides magic. If you still have the dragon when you get to the Boss, you should have no problem defeating him. Do not get too close or you will join the club - his spiked club! He charges if you stand in front of him, so watch it.

STAGE TWO



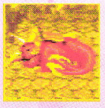
If you stay near the edge, you should be able to throw a few of the skeletons over to get rid of them quicker.

RIDE THREE KINDS OF BIZARRIANS FOR MORE POWER

GREEN DRAGON

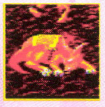
It kicks the enemy with strong hind legs.

CHICKEN LEG

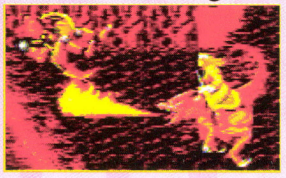


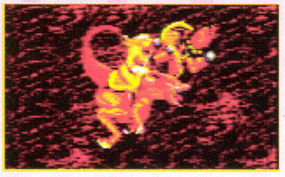
Lashes at enemies with its muscular tail.

FIRE DRAGON

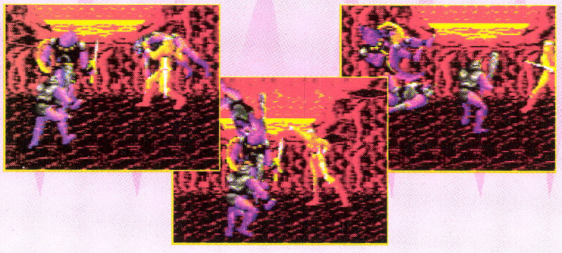


Breathes fire on enemies. Most powerful dragon.





ADVANCED TECHNIQUES FOR THE LATER LEVELS



A new feature in this version is that when you throw an enemy, you can use it to knock over other enemies. This proves very effective against the end bosses.

LEVEL THREE: BRIDGE TO THE DARK CASTLE

This is one of the shortest levels in the game, as well as one of the easiest. You can knock most of the enemies off of the bridge and that certainly makes fighting the two wolfmen much easier. The Boss is only a group of lizardmen.

STAGE THREE

LEVEL FOUR: DRAGON'S THROAT CAVE

Nothing extremely dangerous in this level, even though there is a constantly flowing river of lava in the background. Skeletons are the main enemy to fight here, so you have be sharp in order to get through. Two wolfmen greet you at the end.

STAGE FOUR

You should be able to throw a few skeletons off of the ledge to the left of the screen. Be careful because they like to fight collectively.

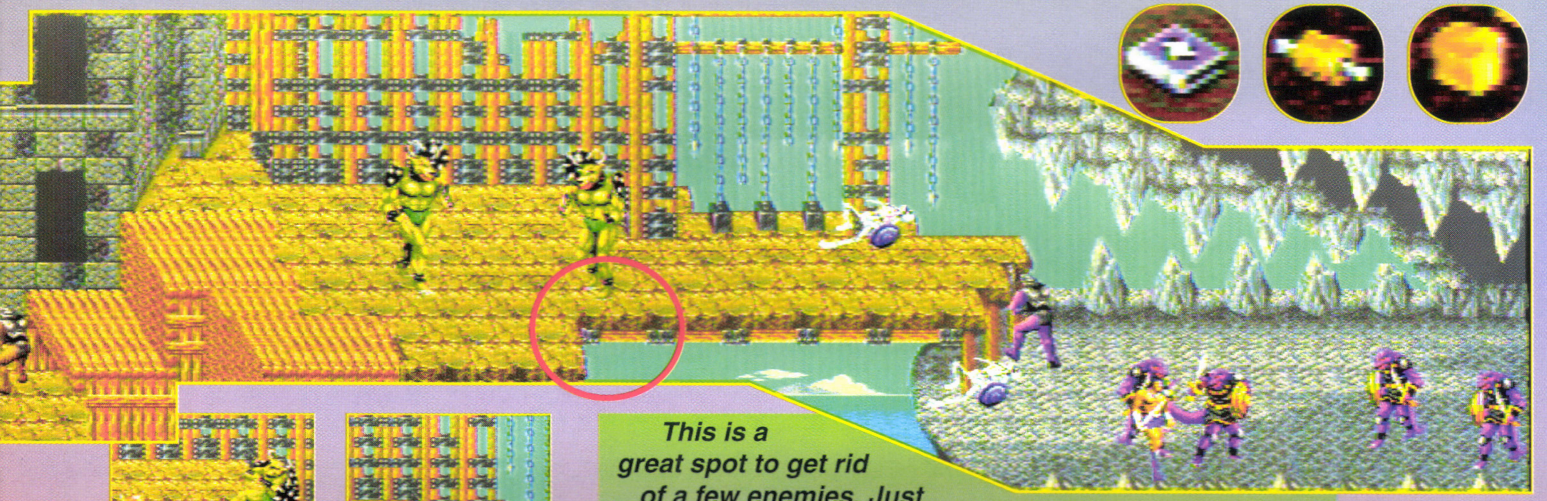
Progress slowly, or you will be ganged up on by skeletons.

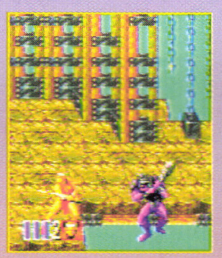
STAGE TWO: ANCIENT RUINS

This level is a little more difficult than the first. There are many more enemies to face and the skeletons are among the toughest. You will also find the Chicken Leg Bizarrian on this level. The Boss can be severely damaged if you throw the skeletons into him. You can also throw the Boss.

BONUS STAGES

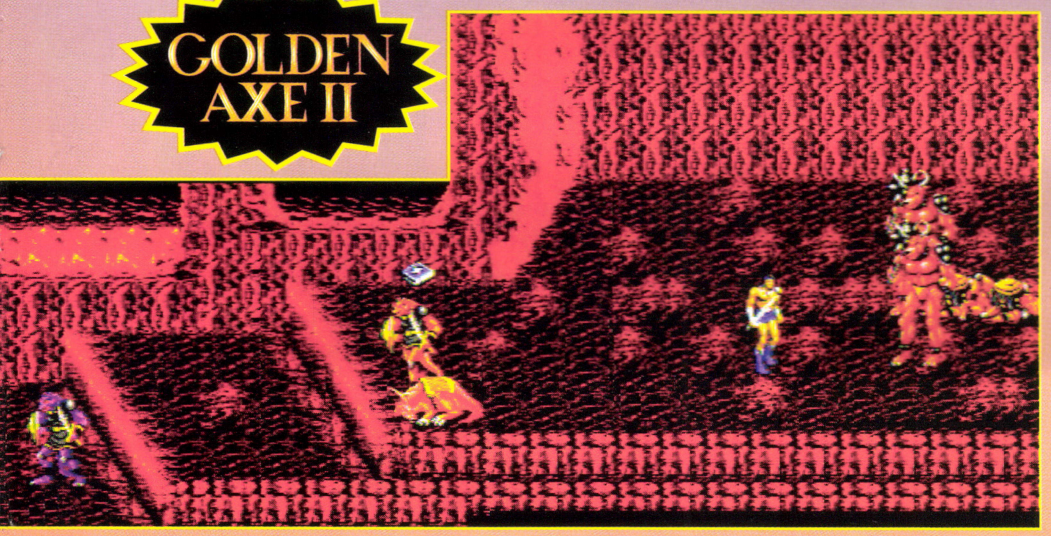
After each stage, you will take a nap. During your rest, wizards will sneak into your camp as animals and try to steal your belongings. You must hit the wizards to get items. Magic Books give you one unit of magic, while meat and bread replenish your life gauge by one unit.



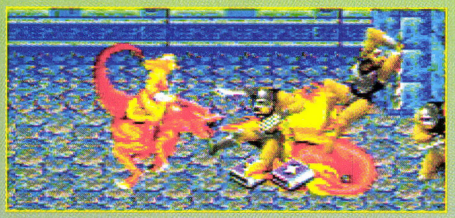


This is a great spot to get rid of a few enemies. Just jump-kick the wolfmen off the edge. After they are gone, stand by the edge and three purple enemies will just walk off the edge. (Easy isn't it?) The Boss is just a group of lizard men with shields. Concentrate on one at a time. Try throwing one into the rest of the group.

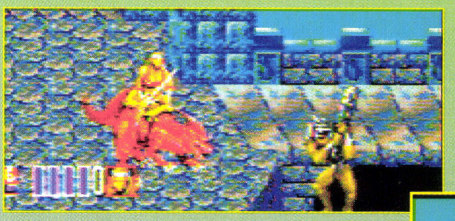
GOLDEN AXE II



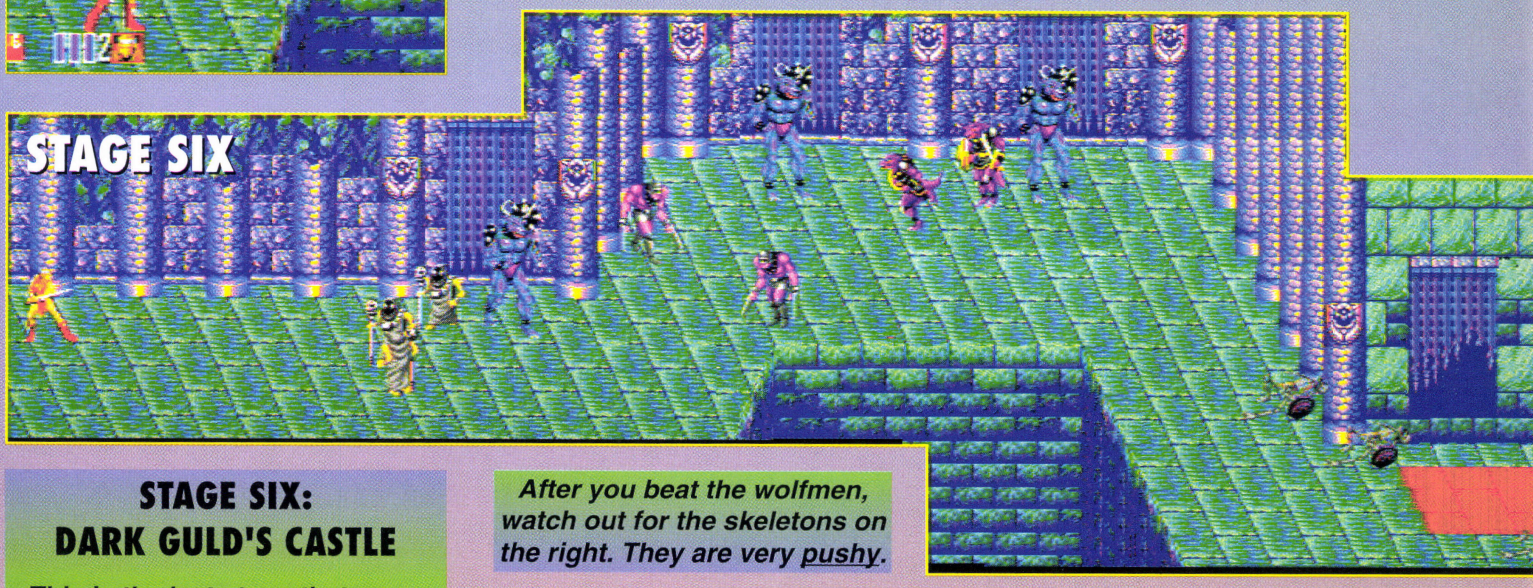
These twin wolfmen are a little more aggressive. You can slash one of them down and then you can throw him into the other guy. Keep using this strategy and you should defeat them in no time. Jump-kicks are also very effective, if you can split them to different sides of the screen.



Be sure to get the fire dragon because it will help you defeat the enemies much faster. You can also wait by the ledge and the enemies will walk right off of the edge just like in the previous



There are many different attack styles you can use in the stage below. Be careful that you are not too close to the pit, or you may fall in when you are hit from behind. The best way to get rid of your enemies is to throw them into the pit, or bump them in while running.



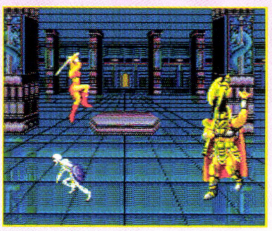
STAGE SIX: DARK GULD'S CASTLE

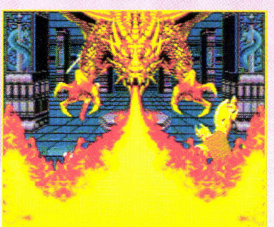
This is the last stage that you must fight through before facing Dark Guld. Be sure to collect as much magic as you can. Do not use it on this level for any reason. You will need it when you face Dark Guld. Again, as in most of the levels, there is a pit that happens to be very useful - especially when the entire remnant of Dark Guld's army is after you. The Boss is a golden headless warrior. It is much quicker and more powerful, so you must be more careful. Do not use any magic to defeat him because you will need everything you can get when facing Dark Guld.

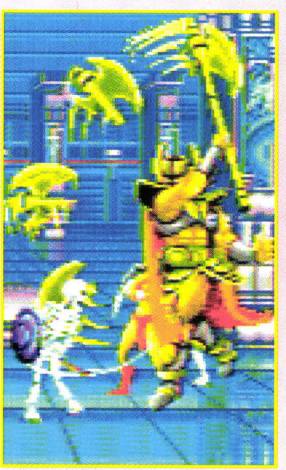
After you beat the wolfmen, watch out for the skeletons on the right. They are very pushy.

DARK GULD: THE FINAL CONFRONTATION!

Now, get ready to fight the ultimate gladiator. Not only is he the biggest enemy in the entire game, he can also use the most powerful magic spells against you. He also makes skeletons appear at a constant rate. As soon as you kill one, he makes more. Watch out for that axe - it is deadly!



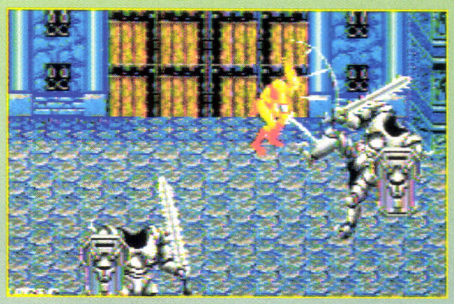


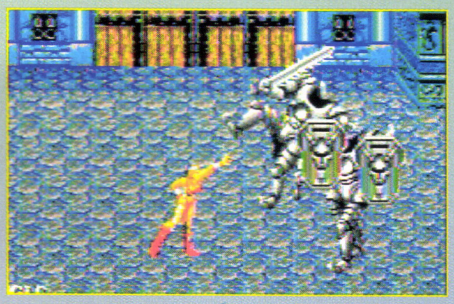


If you go through this section slowly, you will not have to find as many enemies at one time.

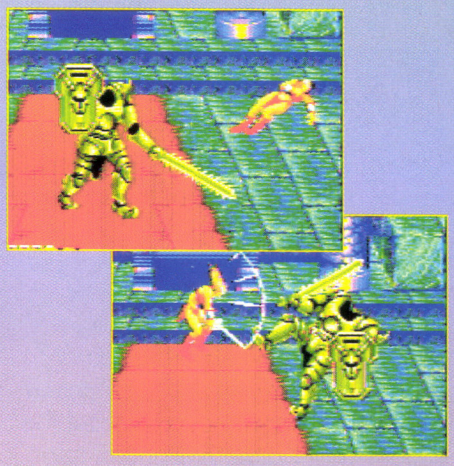
STAGE FIVE: THE CASTLE GATES

Now things start to get a little rough. You will fight off many kinds of enemies and they keep coming out. Try to fight near the ledge, so you can knock them off without a fight. You will have the chance to get a Fire Dragon, or a Chicken Leg Bizarrian. The Fire Dragon is recommended because of its longer reach. If you can keep the Fire Dragon until you fight the bosses, you should have no problems. Otherwise, the best way to beat these overgrown, headless oafs is to get in close and slash or attack with a well timed jump and slash maneuver. You can also throw them into each other to cause the most damage in both bosses.





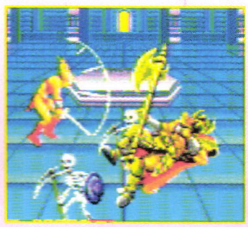
One thing to keep in mind while fighting these guys is never to be directly in front of them at any time, or you will feel that sword.

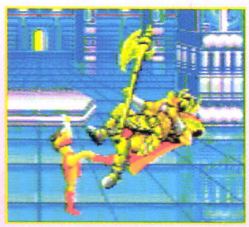


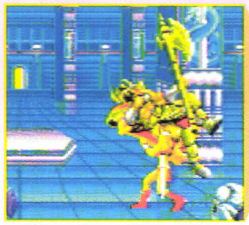
Watch out for that sword. This Boss has a huge range so do not get anywhere in front of him. Do not waste any magic on him.

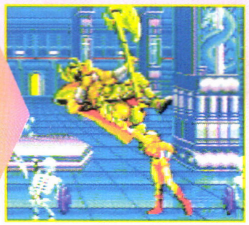
HOW TO DEFEAT THE MANIACAL DARK GULD

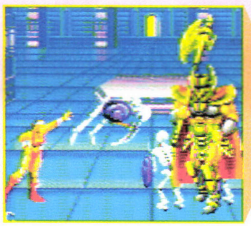
Dark Guld is a very tough Boss to beat. There are a variety of ways to attack him. The worst way is to jump and slash because he has lightning fast reflexes and will knock you out of the air with one slash of his axe. If you get lucky, you may be able to get close and kick him, or even throw him. The best way to defeat him is to throw his skeleton drones on top of him. The world is counting you to defeat Dark Guld and restore peace.

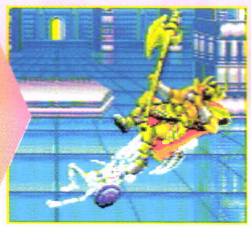


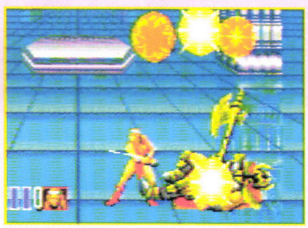












MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	GENESIS	HARD	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6	ACTION	100%

THE TERMINATOR

THERE IS NO FATE, BUT WHAT WE MAKE!

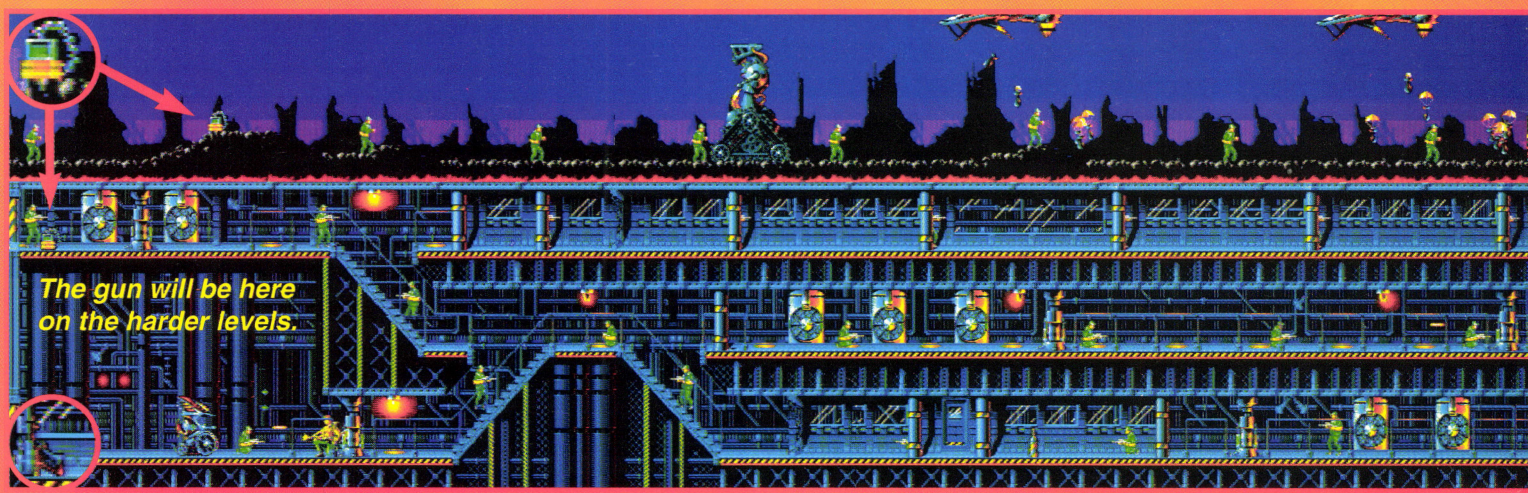
As you saw in the Mega File and Mega Review we did last issue, Terminator is one hot game. The storyline follows the movie of the same name.

In 1997, a massive global computer network begins thinking on its own and decides that the human race is a threat to its existence. Almost instantly, a full scale nuclear war begins that nearly wipes out the entire human race. A group of survivors known as the Resistance raid Sky-Net and destroy the mother computer. Just before it is destroyed, Sky-Net sends a cyborg back in time to kill Sarah Conner.

Sarah Conner is the future mother of John Conner, leader of the human resistance. You are Kyle Reese, a close friend of John whom he sends back to protect his mother. You must first infiltrate Sky-Net, destroy the Mother computer and then jump into the Time Displacement machine. Then, you must find Sarah Conner and rescue her from the Terminator.

Your final mission is to lure the Terminator through a computer factory and put an end to its mission. The staff at Mega Play is here to guide you through this non-stop action cart, and help you terminate the Terminator. The next few pages provide techniques and tips to make you play like a pro. Check out the full color maps for even more help!

You can set the controller to suit your game playing needs.



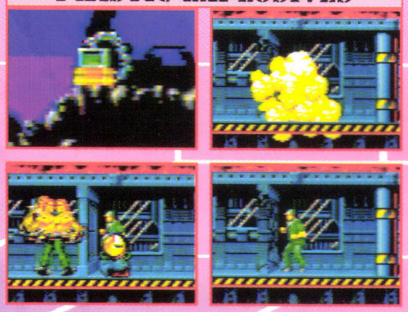
The gun will be here on the harder levels.

WEAPONS FOR SURVIVAL ON THIS LEVEL!

HAND GRENADES

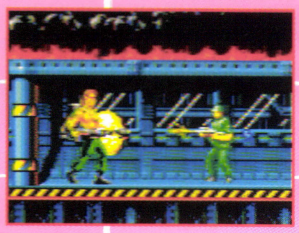
The main weapon in this level is the grenades. They can be thrown while standing up for longer range, or while crouched for short range uses. The supply of grenades is unlimited and most enemies are destroyed after a few hits. The Hunter Killers take up to 10 grenades to destroy, however.

PLASTIC EXPLOSIVES



This weapon can be found in two different places in the first level. Use it to blow through the steel doors and to ultimately destroy the Sky-Net computer network.

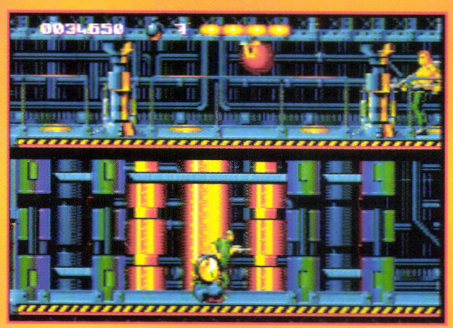
AUTO-FIRE MACHINE GUN



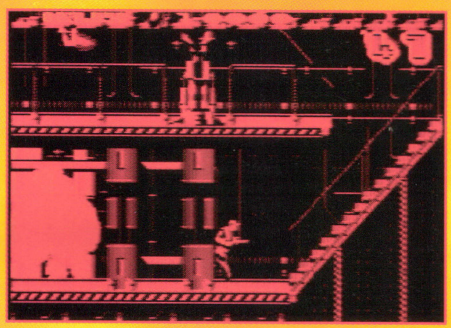
The machine gun appears in different locations in the level depending on which difficulty level played on. This is the most effective weapon in the game. Also, look for life refill icons to recharge.

LIFE ICON

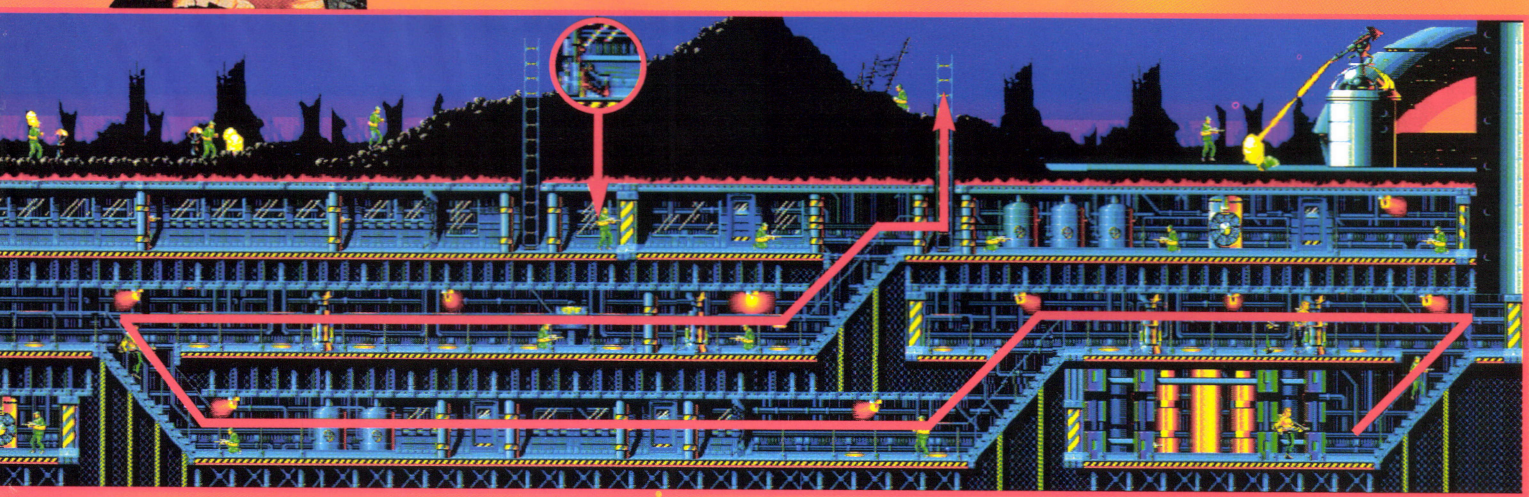
LEVEL ONE: DESTROY SKY-NET

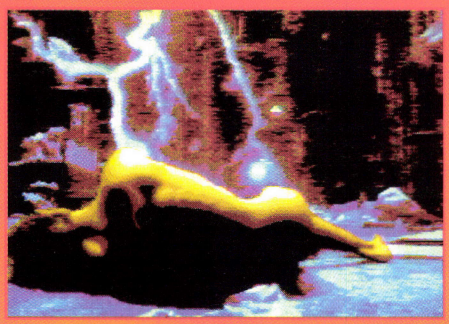


This level can be described in one word: INTENSE! First off, you are greeted by a huge Hunter Killer Tank. It will take about 10 grenades to polish off this menace. Then, you will be bombarded by Hunter Killer Planes. It only takes about six grenades to destroy them, but they are super fast. Throughout the level, there are Terminator drones and steel doors. You need a good supply of Plastic Explosives for them. Once you destroy Sky-Net, you only have 50 seconds to evacuate, so listen to Arnold for some good advice.



Listen to me now and try this later. Follow the path shown by the arrow and do not stall mister. If you waste any time, you will die as Sky-Net goes up in flames.

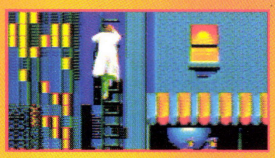




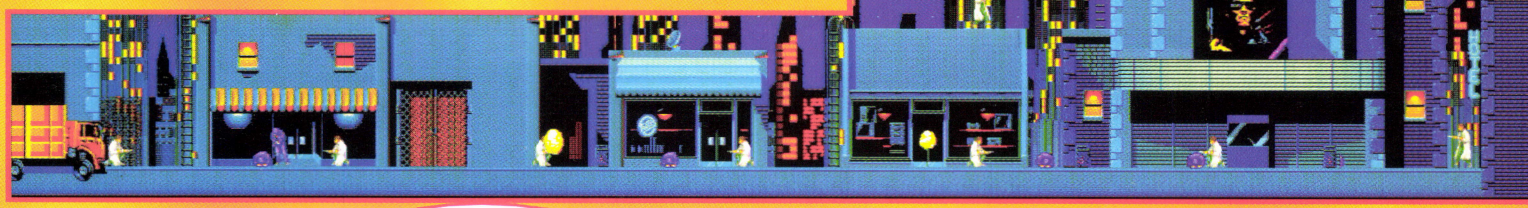
LEVEL TWO: SEARCH THE STREETS OF L.A.

All you see is the bright light, maybe it is like being born again. The last thing you remember is jumping into the Time Displacement Machine while Sky-Net is exploding around you. Your mission is now to find and locate Sarah Conner. 1984 is not as safe as you thought. The streets are crawling with gangs of ruthless punks and cops that shoot first and ask questions later. You must also avoid the attack-copters that are patrolling the city. (Say don't they look a little familiar, like old fashioned Hunter Killers maybe?) You will find Sarah at the Bar Tech Noir. Unfortunately, you can also find the Terminator there too. You will have to shoot it out with the ultimate metalhead if you want to reach Sarah, who, by the way, is petrified as she watches two madmen destroy the bar.

THE TERMINATOR



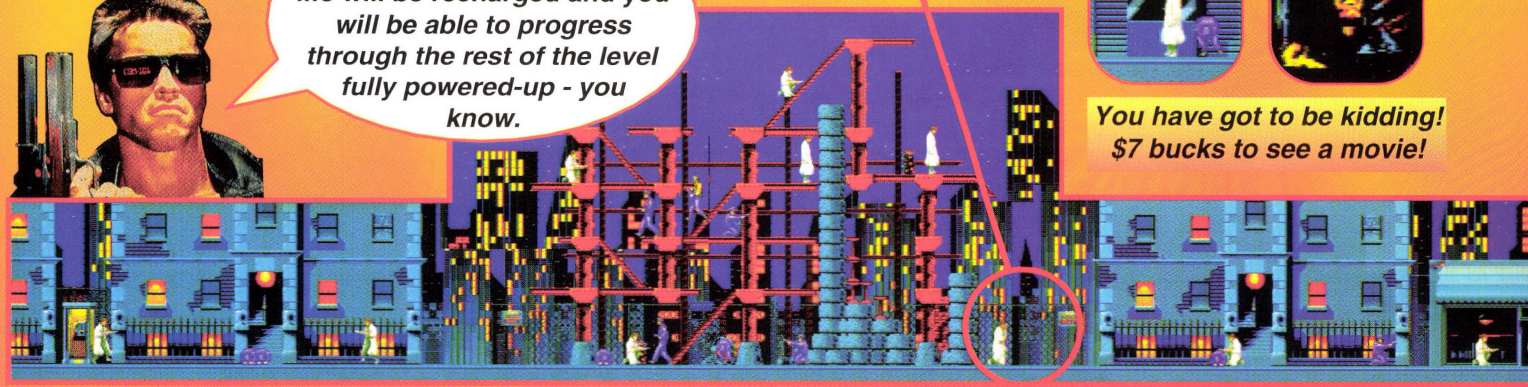
If you want to avoid the cops and street punks in this level, all you have to do is climb a ladder and run across the rooftops. Watch for attack-copters.



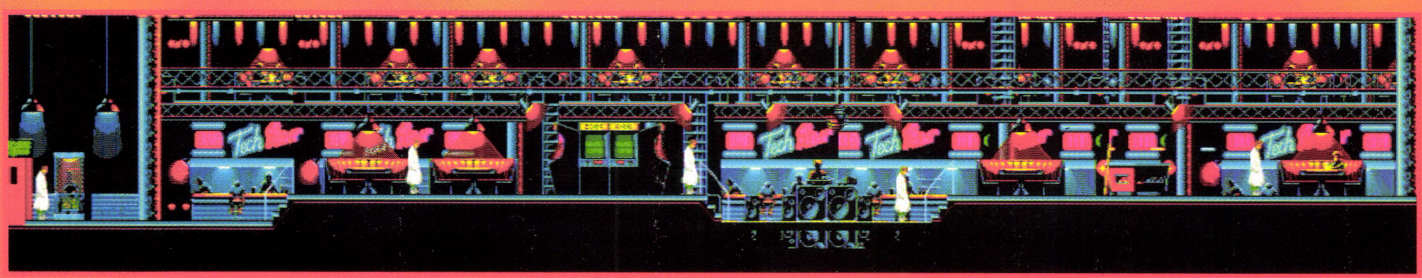
If you make it to the telephone booth, your life will be recharged and you will be able to progress through the rest of the level fully powered-up - you know.

Be sure to power-up your life here , if you are low.

You have got to be kidding! $7 bucks to see a movie!



A PARTY POOPER AT BAR TECH NOIR!



WEAPONS FOR SURVIVAL ON THIS LEVEL!

SAWED-OFF SHOTGUN

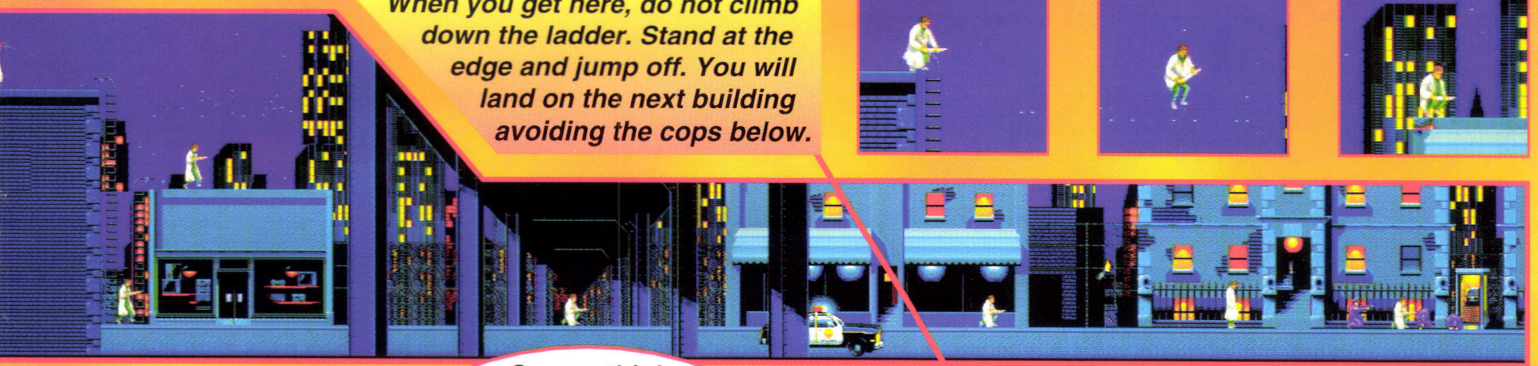
The main weapon in this level is a sawed-off shotgun. It is very powerful and can be fired rapidly. You can shoot the enemy's shots as well as the enemy. You hide the gun under your coat while you are running, so be sure that you shoot ahead of time because there is a delay when you take your gun out.

NEW TECHNIQUES TO MASTER!

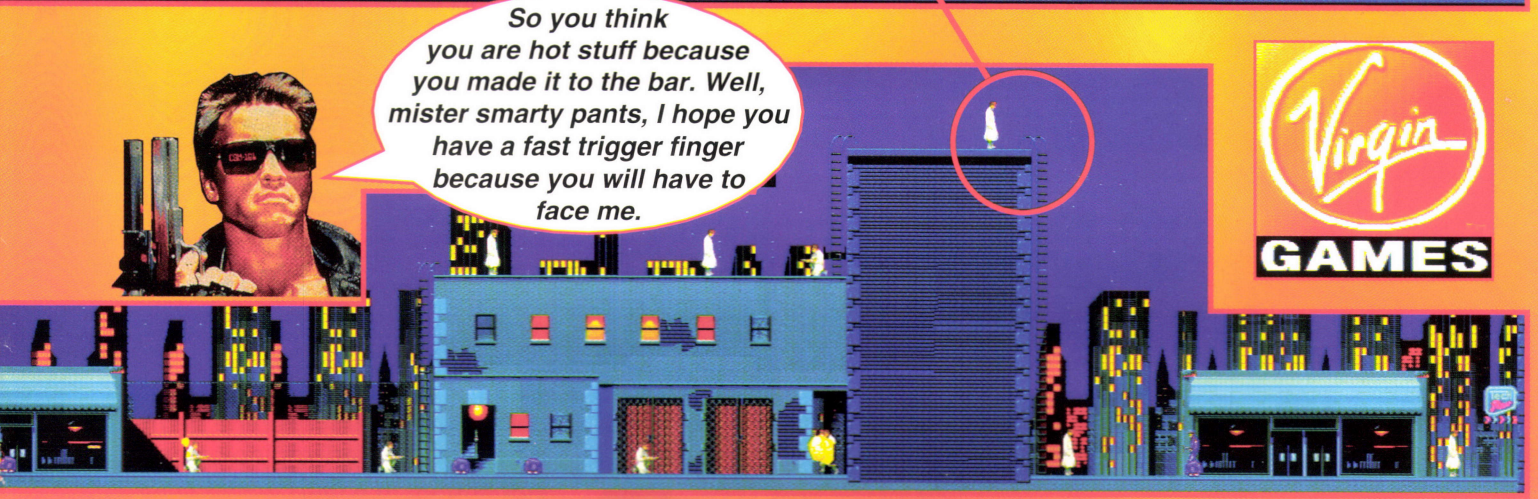
JUMP OVER THE TRASH CANS

Kyle must learn a few new techniques in order to survive in the dangerous time of 1984. You must jump over metal cylindrical objects known as trash cans. You also must run across the rooftops and jump from roof to roof by swinging on the poles. The safest path to take is on top of the rooftops, but watch out for attack copters.

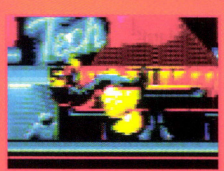
When you get here, do not climb down the ladder. Stand at the edge and jump off. You will land on the next building avoiding the cops below.



So you think you are hot stuff because you made it to the bar. Well, mister smarty pants, I hope you have a fast trigger finger because you will have to face me.



Virgin GAMES



THE TERMINATOR APPEARS!

The Terminator sure knows how to crash a party. The good news is you have to shoot this oversized metalhead 11 times before he will fall. The bad news is you have to knock him down three times before you can safely pass by him and get to Sarah. Basically, you have to shoot him 33 times before he gets to you, or you can consider yourself and Sarah Conner as good as terminated.

THE TERMINATOR

LEVEL THREE: SHOOT OUT AT POLICE H.Q.

The L.A. Police force has taken you and Sarah captive. You must outsmart the police while avoiding the escaped criminals and, of course, the Terminator. The path to Sarah is dangerous and you will run into the Terminator. Be sure that you do not get caught in between the cops and the metallic menace. Follow the arrow that we have drawn out and you should have no problem making it to the room where Sarah is located.

It seems like you have gotten a little flabby there. One touch from me is deadly, so try not to get caught in between me and the cops. It does not take an Einstein to die!

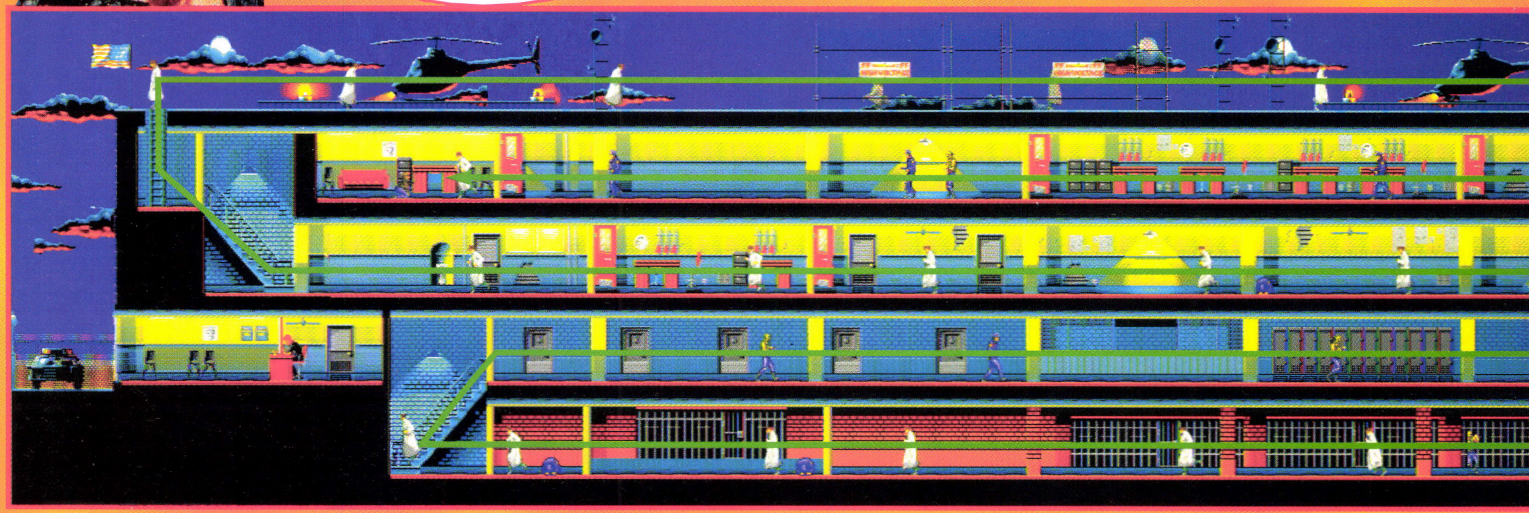
KNOW YOUR ENEMY TO INCREASE THE ODDS FOR VICTORY.

HUNTER KILLER TANK

This tank is the first enemy you will meet. It will take 15 grenades to destroy this huge foe. Don't get run over. Duh!

HUNTER KILLER PLANE

These ultra quick planes drop clusters of bombs on you. It only takes five hits to bring down one of these menaces.



LEVEL FOUR: THE FINAL CONFRONTATION

You and Sarah have escaped and found refuge in an apartment. You have created some helpful plastic explosives out of ordinary household chemicals. The Terminator has tracked you down and you end up in a high speed chase in which you successfully destroy the semi-truck that the Terminator is driving. You think it is all over until the hyper-alloy combat endoskeleton emerges from the flames. You hide inside a massive computer factory and think of a way to destroy the oncoming menace. Your only hope is to lure the Terminator to the steel press and crush it into oblivion.

TERMINATOR DRONES

These guys are weak, but there are a ton of them on Level 1. Two grenades or one blast from the machine gun will do.

MINI-H.K. TANK

If you play the game on the harder levels, it will guard the machine gun. Fifteen grenades or 15 shots will destroy it.

STREET PUNK

These punks are just as numerous as the drones. Four shots with the shotgun will end his fiery cocktail party.

POLICE OFFICER

The police will shoot first and ask questions later. Five shots and they go down for a few seconds, but not killed.

ATTACK-COPTER

These attack more aggressively than H.K. Plane and cannot be shot. You can shoot the missiles it fires, however.

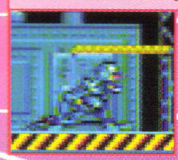
THE TERMINATOR

It is the bad boy himself. It takes 11 shots to knock him down and you have to do it three times before you can pass.

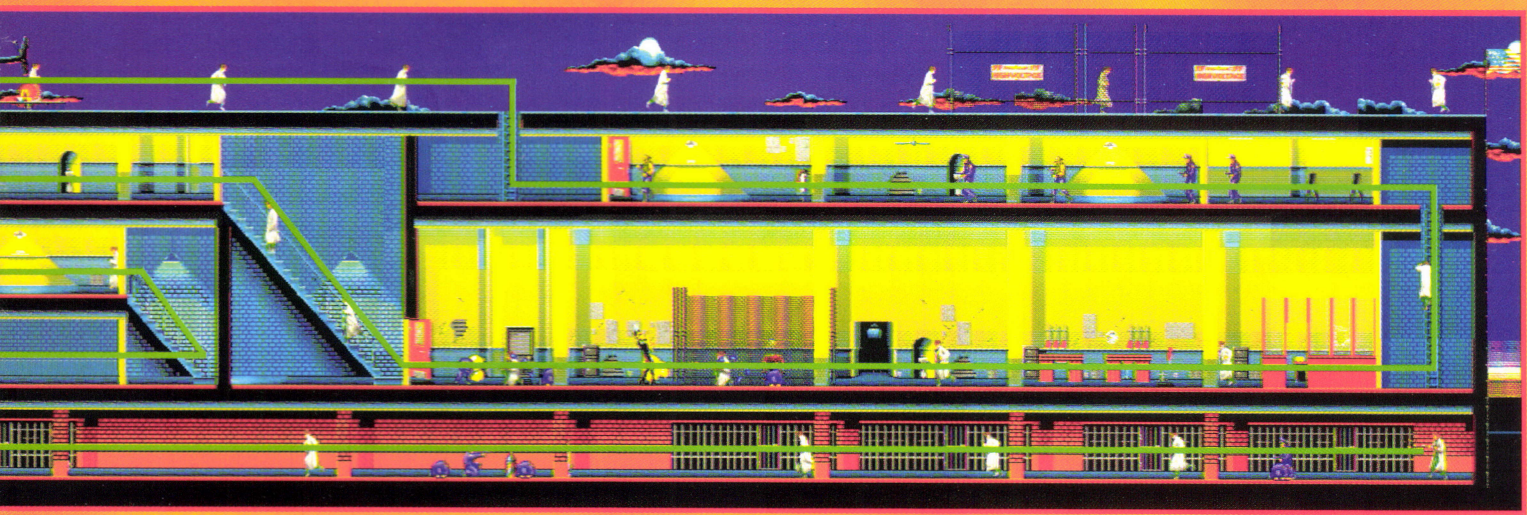
TERMINATOR ENDOSKELETON

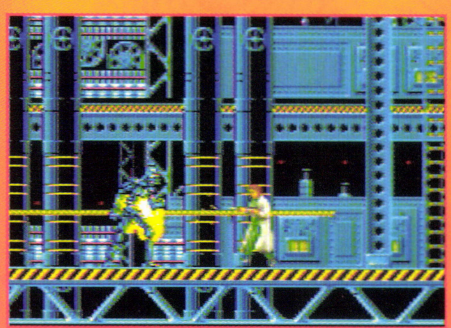
The Terminator has lost its skin. You must shoot it five times to knock it back. If you knock it back more than five times it will lose its legs.

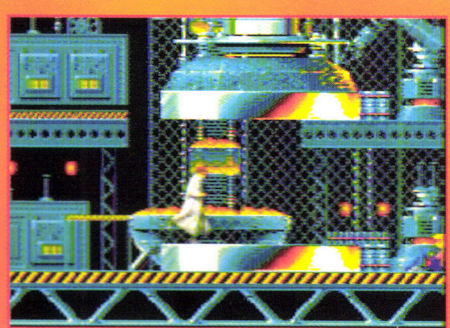
TERMINATOR TORSO

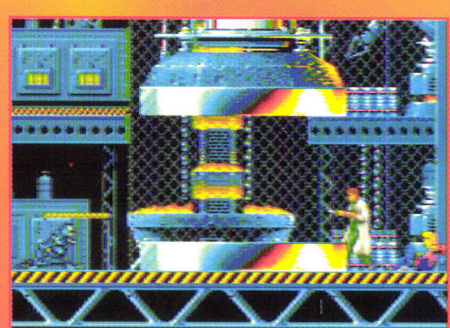


The only way to kill it is to crush it in the huge steel press machine.



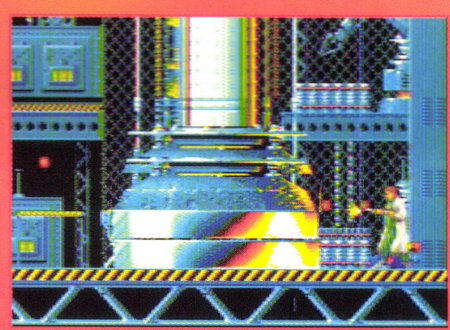






The main object of this level is to lead the Terminator through the maze of walls and ladders, and lure it under the giant steel press.

If you end up in a dead end with the Terminator close behind, you can shoot him five times and it will fly off the screen for a few seconds. If you knock it off the screen more than five times, it will lose its legs - just like in the movie. Now you have no offense or defense against it. You cannot jump over it or shoot it, so be sure that you are close to the end before you blow its legs off. Once it is under the steel press, fire away as much as you can and you will recycle this son of a glitch into nothingness.



MEGA REVIEWS!!

The Sega Genesis/Master System/Game Gear Resource

Ratings Key:

10 - Perfect
9 - Outstanding
8 - Excellent
7 - Very Good
6 - Above Average

FEATURING:

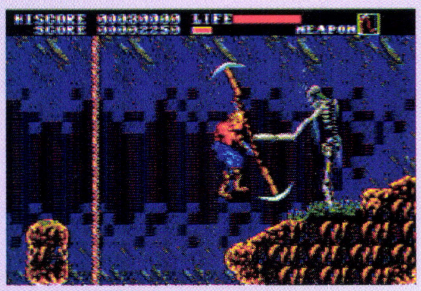
EARNEST EVANS; SOL-DEACE; LEMMINGS; SUPER ONE ON ONE; EXILE; GOLDEN AXE II; ROLLING THUNDER 2; TWO CRUDE DUDES; WAR-SONG; WARRIOR OF ROME II; AND MARIO LEMIEUX HOCKEY.

Ratings Key:

5 - Average
4 - Fair
3 - Poor
2 - Bad
1 - No Way!

EARNEST EVANS

Renovation	Genesis	Action	8 Meg	3/92



You are a super archaeologist roaming through exotic locales and fighting dangerous enemies in Earnest Evans. Climb walls, attack with your whip and jump yawning crevices on your way to the treasure!

DAVE — 6

Earnest isn't nearly as good as I could have wished. While the game moves well, the title character looks like a robot! The bosses are kind of a joke, too. Not enough here!

G. O. G. — 5

Earnest Evans is not the best that Reno can do. While the moves of the character are smooth, he runs like a robot. It was very difficult for me to get used to it.

MIKE — 6

Earnest isn't a bad game. The quest is challenging and difficult. It won't be a game you'll beat in one sitting. While the animation isn't perfect, it just looks choppy - it still controls OK.

BART — 5

Earnest is pretty impressive in the graphic area, but the main character animates very choppy. The game play is less than exciting, too. You will find playing this game more and more frustrating.

SOL-DEACE

Renovation	Genesis	Shooter	8 Meg	3/92

Blast through the cosmos with this horizontal shooter! Enemies come from everywhere, and you will have to avoid the wreckage of your kills and other ships in space! Only the best will survive!

DAVE — 7

Sol-Deace makes a good cart, but it doesn't make a great one. I like the fact that the space junk can kill you and that you can shoot it out of your way. Not enough weapons for me.

G. O. G. — 3

As a fan of shooters, it's pretty hard to impress me with a new one. Sol-Deace is fun to play, and the controls are pretty good, but as far as shooters go, it's not the best.

MIKE — 8

If you're looking for a tough shooter this is the one. While not containing anything revolutionary, Sol Deace is just a solid version of the tried and true blast anything that moves. A good challenge!

BART — 7

As shooters go, this one is very intense and offers a decent challenge. The graphics are not spectacular, but the bosses are very cool. There aren't enough power-ups and it's too short.

LEMMINGS

Sunsoft	Genesis	Puzzle	8 Meg	Summer

The Lemmings are cute little creatures without much sense. They are relying on you to get them home safely over the dangerous obstacles in their path. Dozens of levels in this game mean long lasting fun!

DAVE — 8

Excellent! This is a great game, and it's one of the most addictive I've played! There's a little slowdown when you get a lot on the screen, but it's not really much of a problem here.

G.O.G. — 8

Lemmings for Genesis really impressed me. Translations from other systems are usually not very good, but Lemmings holds true to the original. A real easy game to get hooked on!

MIKE — 8

Watch out! Once you start playing this game you won't be able to stop. After only a couple o levels I was completely hooked! Easy to learn, easy to play, but tough to stay away from.

BART — 7

Lemmings is one of those games that you do or don't like. There are so many levels to play and the game does get addicting after awhile. Good tunes and very little slow down.

SUPER ONE ON ONE

Electronic Arts	Genesis	Sports	4 Meg	Spring

Take to the basketball court with two of the best! Michael Jordan and Larry Bird go head-to-head in this sports cart. Try your luck at the slam dunk contest and the three-point competition, too!

DAVE — 8

I like this one! EA has done sports right once again, and M.J. and Larry are good competition. The one-on-one mode is very cool, as is the slam-dunk and 3-point contest. Cool replays!

G.O.G. — 6

Jordan vs. Bird is a cool game for fans of these two star players, but as a reviewer, I have to say that it is a little too slow and a bit difficult to control. Better luck next time.

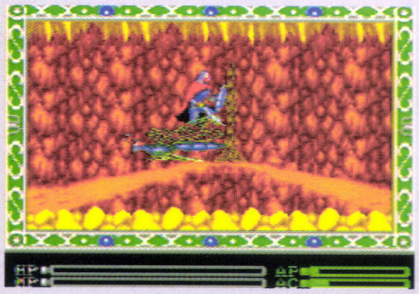
MIKE — 8

Great! EA can't do wrong when it comes to sports! While it's not a full blown game (wait till Bulls-Lakers) it does offer great one on one contests not usually found on other carts!

BART — 7

Don't get me wrong, I like this cart, but I wanted to play a real game of B-ball. The 3-point shots and slam dunks are my favorite but the game seems to get repetitive rather quickly.

EXILE



Renovation	Genesis	Role Playing	8 Meg	Now

The kingdom is in danger and you and your party are the only hope! Journey around the landscape and enter into dangerous areas and explore! Action/adventure fans will keep coming back for more!

DAVE — 5

Exile just didn't swing it for me. There was too much difference between the outdoor scenes and the more action/adventure type of game. Not enough of either style for me.

G.O.G. — 5

I'm not a big fan of RPG's, but I can tell the difference between a good one and a bad one. To me, Exile was about average with the same overhead perspective, and nothing too new.

MIKE — 7

There aren't many good Genesis RPG's and Exile does come in as very good but not great. Considering what's out there, you won't find one much better for many months.

BART — 4

It has really cool features, but the blend of action and role playing doesn't work. The graphics are okay and the quest is a challenge, but requires little thought. Needs more action.

GOLDEN AXE II

Sega	Genesis	Action	4 Meg	Now

The warriors of Golden Axe are back! With new enemies to face and new magic at their disposal, only they have the power to defeat the evil that covers the land. Sharpen your axe and get ready to fight!

DAVE — 6

Golden Axe II is kind of a disappointment. There's so much more that could have been added that just wasn't. Not nearly enough technique for me. Above average, but not much.

G.O.G. — 6

Golden Axe II is pale in comparison to the first installment. The controls are there, but there is not enough to the game to hold your interest. The sound effects are below average.

MIKE — 6

Fans of the original may not be completely satisfied with this version as it offers very little that is new. While it plays well, a sequel should build on the original, not just copy it.

BART — 5

Nothing much new here. There are a couple new attacks and the magics are different. The graphics and sounds are not nearly as good as the first. Too short and too easy. Too bad.

ROLLING THUNDER 2

Namco	Genesis	Action	8 Meg	Now

In the future, the Earth is put in a crisis situation that requires some special agents to act fast. You are that agent, and the world is relying on your actions to defeat the menace. James Bond would be proud.

DAVE — 9

Cool! This is a really good sequel. The graphics are top notch and I like the music, too. The only thing I don't like is that you can't shoot when you jump, but I can live with it.

G.O.G. — 8

Why make a sequel that's worse than the first, I always ask. I didn't find myself asking that when I played Rolling Thunder 2. I liked the first, and this one is a definite improvement.

MIKE — 9

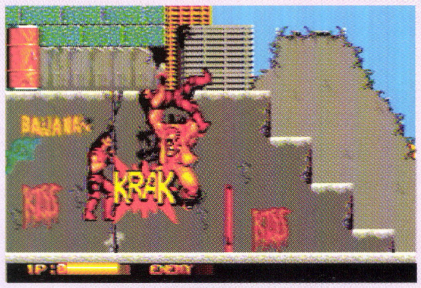
Namco has a definite winner here as this is how a sequel should be done! The quest is very challenging, and the password really helps. Great graphics, game play and sound!

BART — 9

This is one of the better action games for the Genesis. The graphics and sounds are excellent and the game play is tough. Awesome cinema displays at the intro and ending.

TWO CRUDE DUDES

Data East	Genesis	Action	8 Meg	3/92



The streets have been dangerous, but now they are really unsafe - for punks and hoodlums, that is! Now that you are here, you have got to clean up the streets. You can do it, if you are crude enough!

DAVE — 7

Not bad, but not great. The best feature of TCD is the comic book-like sound effects that accompany every punch and kick. Solid action and good game play make this one a keeper.

G.O.G. — 5

Two Crude Dudes is not my type of Genesis game. The animation is pretty bad, and the game held my interest for about two minutes. The methods of killing enemies is pretty funny, though.

MIKE — 8

Don't look for a real serious game here. This one is for the kids and comes off great! The action is controllable and humorous at times. A fantastic two player cart.

BART — 6

The dudes are kind of cool. The graphics are choppy and the music is okay. The game play is the best thing about it. I like being able to pick up almost anything in the game...including cars.

WARSONG

Treco	Genesis	Strategy	4 Meg	Now

The castle is under siege and only your skills as a military commander will save you. Deploy your troops and use them wisely, or suffer the consequences. Animated battles and cool cinemas are featured.

DAVE — 5

Warsong isn't my type of war game. I don't have enough control over my troops and the computer makes some questionable decisions. Only average at best.

G.O.G. — 7

Warsong is a pretty cool strategy game. It involves moving soldiers in an army to strategic positions to defend a castle and take over the enemy's castle. A lot like Military Madness.

MIKE — 7

There has been a crying need for a good war simulation for the Genesis. Warsong fits the need quite well as it requires a lot of strategy, thinking and planning to succeed! Good job!

BART — 5

Warsong is cool for the kind of game it is. I don't care for war simulators and this isn't that impressive. The graphics are good and the sounds are decent. This is just not my cup of tea.

WARRIOR OF ROME 2

Bignet	Genesis	Strategy	8 Meg	5/92

Caesar is back, and the empire is looking to expand once again. You are at the helm of the troops looking to bring your civilization to the whole world. Only the best warriors and generals will triumph!

DAVE — 7

I can get into this kind of game. While it's a little confusing at first, I didn't have much trouble discovering the way to control my forces. This one is worth the trouble of learning!

G.O.G. — 6

Warrior of Rome 2 is similar to Populous. It gives you a land you must defend from enemy troops. A lot of thought and strategy is involved. Out of the ordinary, but just not my type.

MIKE — 9

Now this is a simulation! The quasi 3-D perspective adds to the total picture and the battles are long and challenging. This one is so good it rivals the best computer war game!

BART — 5

Oh no! Not another simulation. This one has many improvements over the original, but I still find this type of game too slow. If you liked the first one, you'll love it.

MARIO LEMIEUX

Sega	Genesis	Sports	4 Meg	Now

Hit the ice with the hockey MVP! Choose your favorite hockey team and lead it into the rink with this sports title. All of the action of hockey is here, from slap shots and goals to fistfights and penalties!

DAVE — 3

Bogus! This game lacks good play control! I also really object to the fact that my beloved Blackhawks have ugly pastel blue jerseys in this game. Drive the Zamboni over Mario!!

G.O.G. — 5

Mario On Genesis! Not what you think. This is Mario Lemieux Hockey, but it lacks a few details. The animation is not very good, and you can't select characters on-screen.

MIKE — 5

While not a bad version of the sport, it isn't spectacular either. The fights are good but it is not very easy to determine which players are yours. Only average at best.

BART — 4

Sega bombs again. The graphics are cheezy and the sounds are limited. The game play is okay, but there are too many moves the computer does for you, leaving you with no control.

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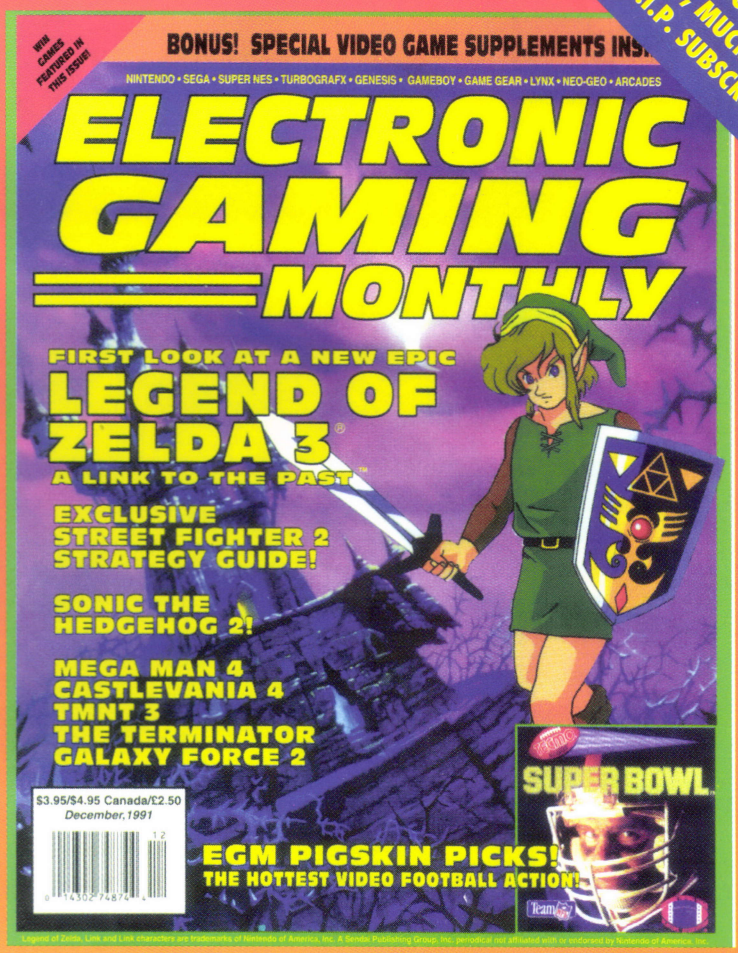
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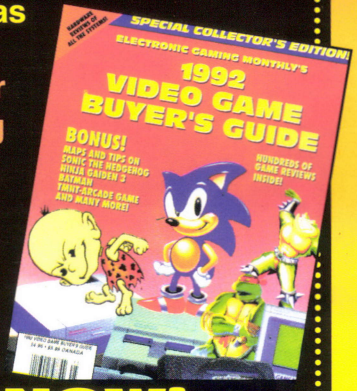

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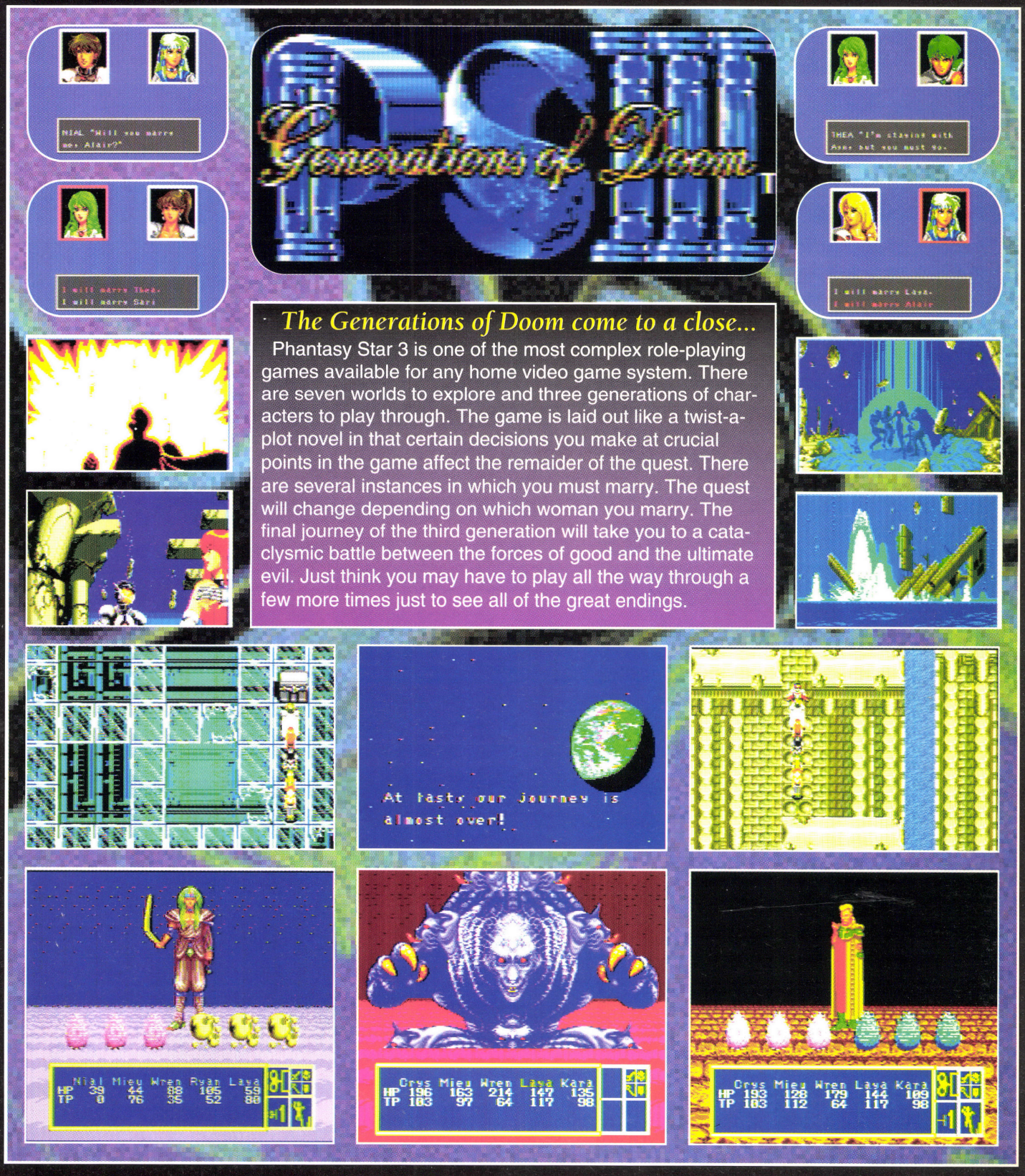
Generations of Doom
NIAL "Will you marry me, Alair?"
I will marry Thea.
I will marry Sari
THEA "I'm staying with Nial but you must go."
I will marry Lasa.
I will marry Alair
At last, our journey is almost over!
Nial Mieu Wren Ryan Lava
HP 39 44 88 105 59
TP 0 76 35 52 80
Crys Mieu Wren Lava Kara
HP 196 163 214 147 135
TP 103 97 64 117 98
Crys Mieu Wren Lava Kara
HP 193 128 179 144 109
TP 103 112 64 117 98

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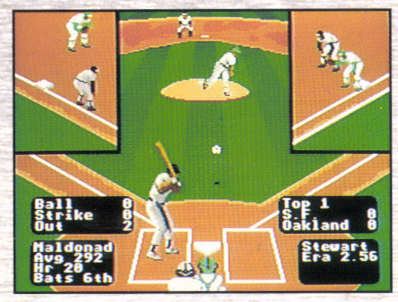

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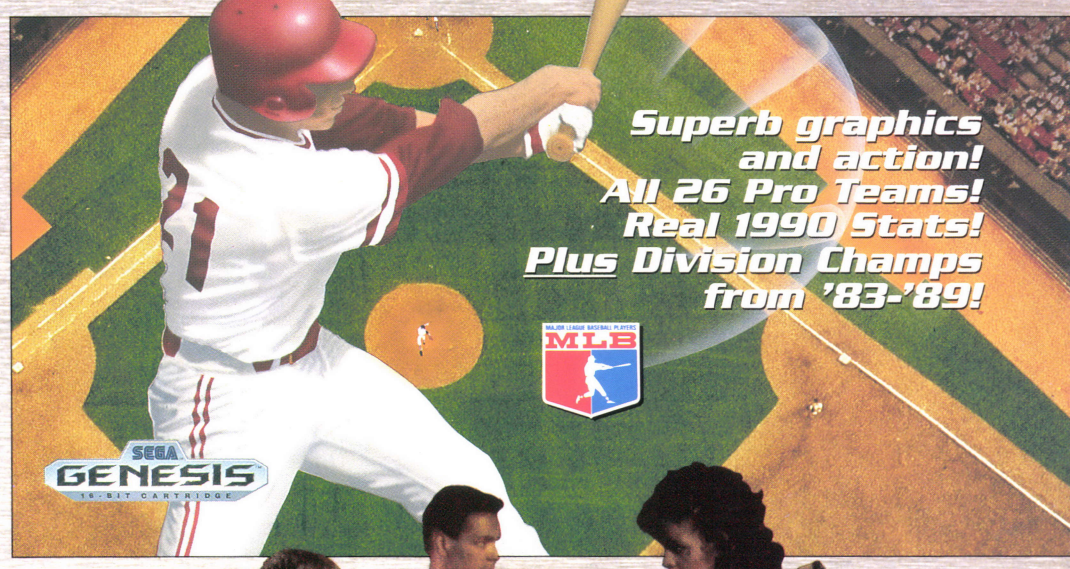

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